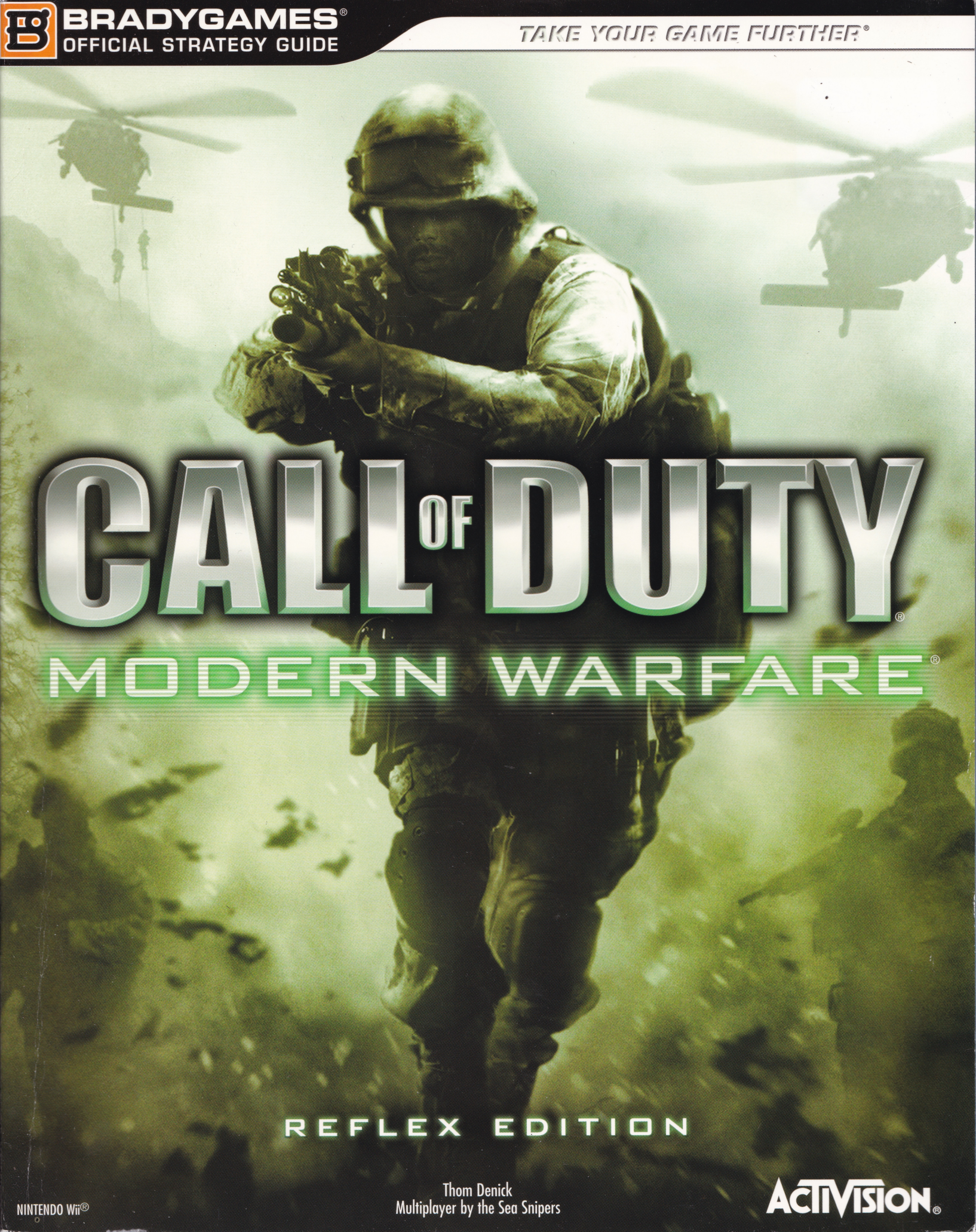
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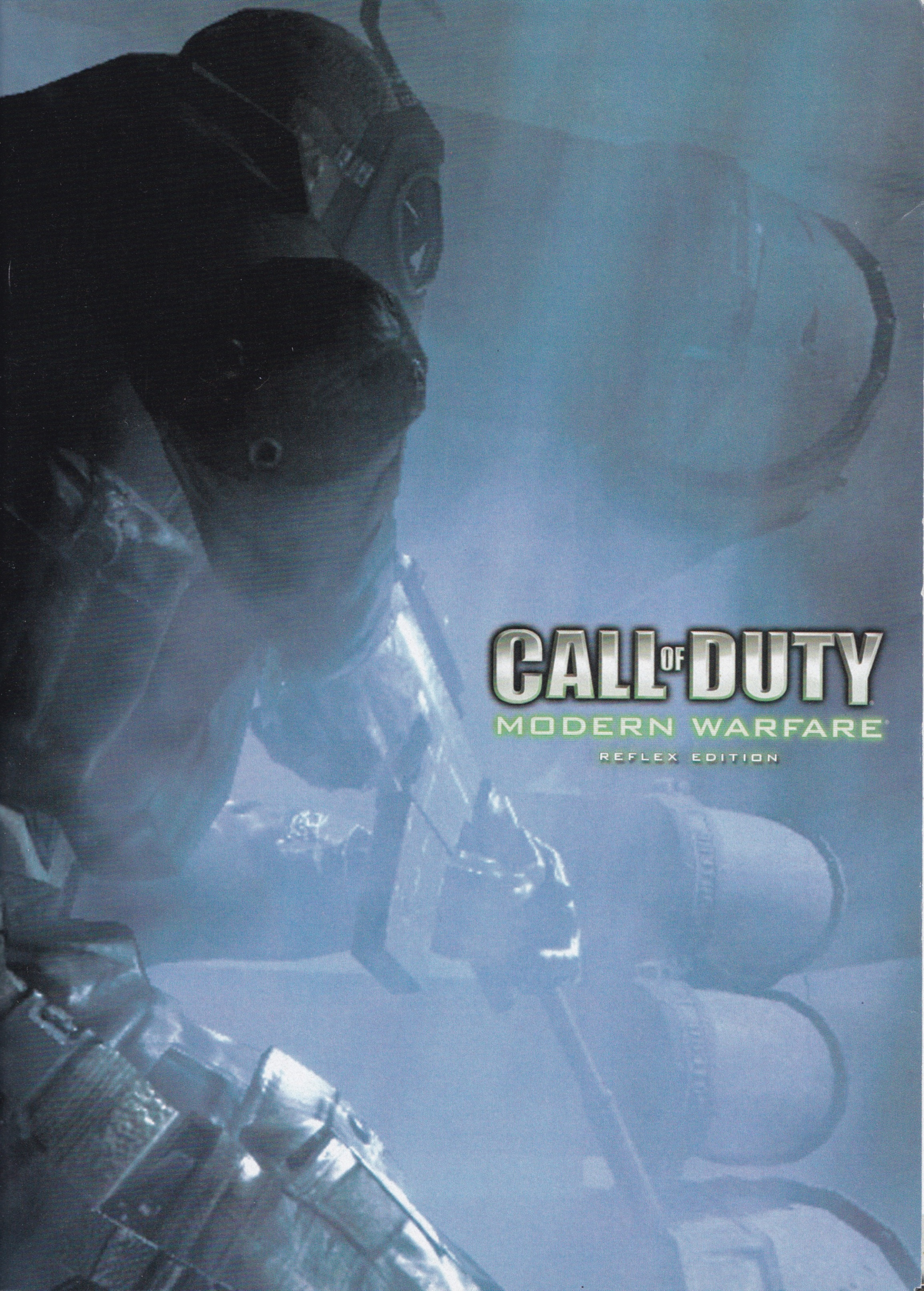
CALL OF DUTY
MODERN WARFARE
REFLEX EDITION

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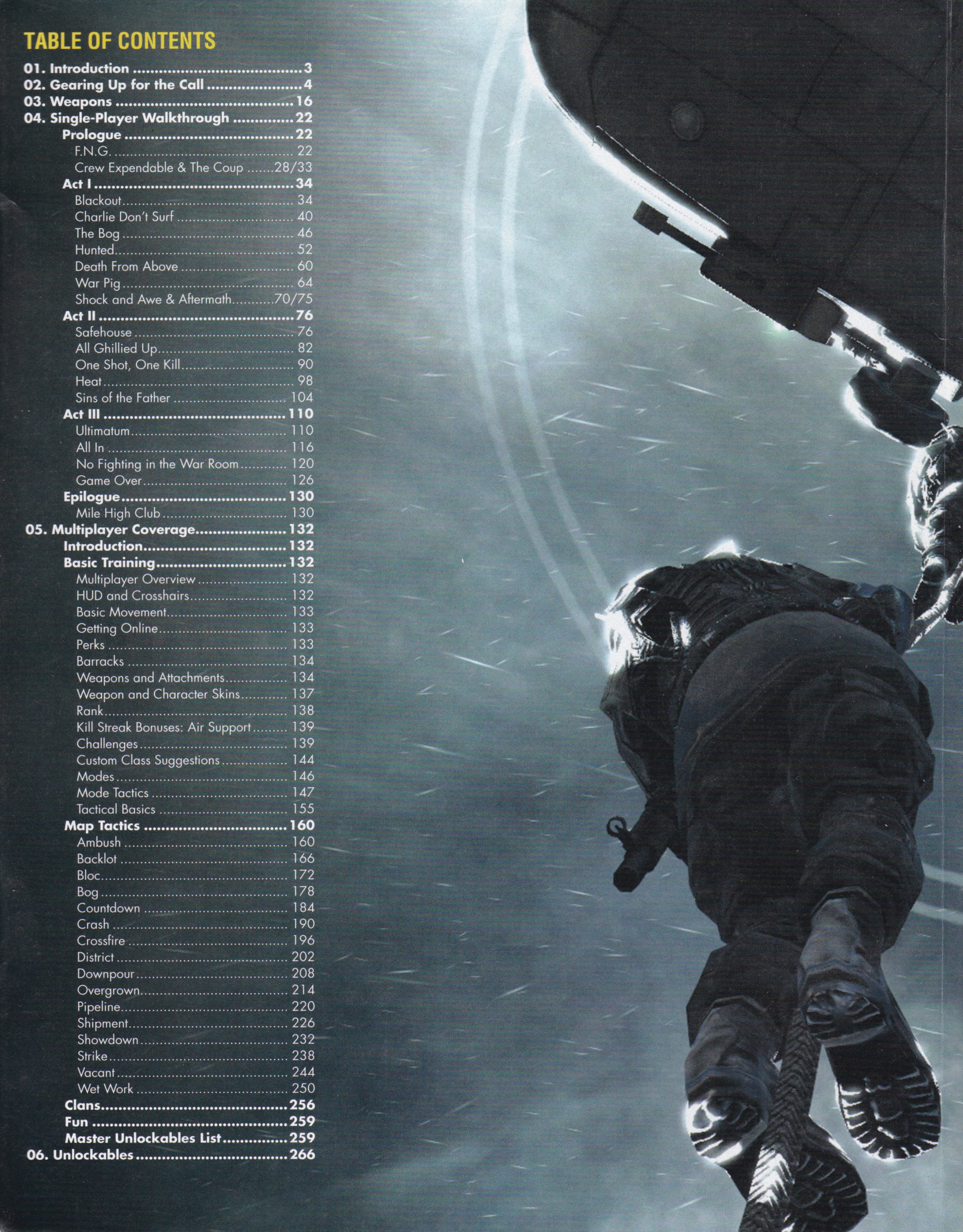


INTRODUCTION

Get ready for one of the most exciting game experiences of your life! *Call of Duty®: Modern Warfare® Reflex Edition* immerses the player in a contemporary war zone with non-stop action, insane scenarios, and realistic enemies. Reflex Edition is the new Wii version of Modern Warfare and the game is as good as it ever was, including full online multiplayer modes and a new co-operative game mode. It's the near future and a group of Russian soldiers is staging a full-scale coup to gain control of the country's nuclear arsenal. Meanwhile, in the Middle East, a leader by the name of Al-Asad has emerged. He is staging a coup to obtain control of his homeland and, with it, an entire army.

U.S., British, and Russian forces must once again answer the Call of Duty when the two groups link up to pose a threat that could result in full-scale nuclear war.

In *Call of Duty: Modern Warfare: Reflex Edition*, you play a newly recruited member of the British Spec Ops and a U.S. Forces Sergeant working on different fronts to stop these groups before they can impose their will on the world.

This strategy guide illustrates how to get through the most difficult parts of the Single Player campaign and provides a ton of tips, tactics, maps and stats for the Multiplayer game. Playing on a Wii is a unique experience and most players should start off with the game basics chapter ("Gearing Up for the Call") before diving into the walkthrough.

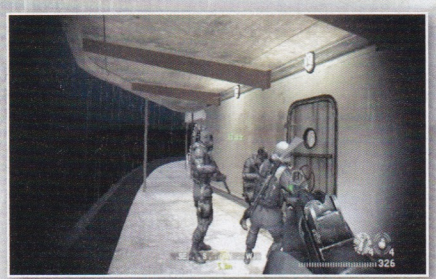
BASICS

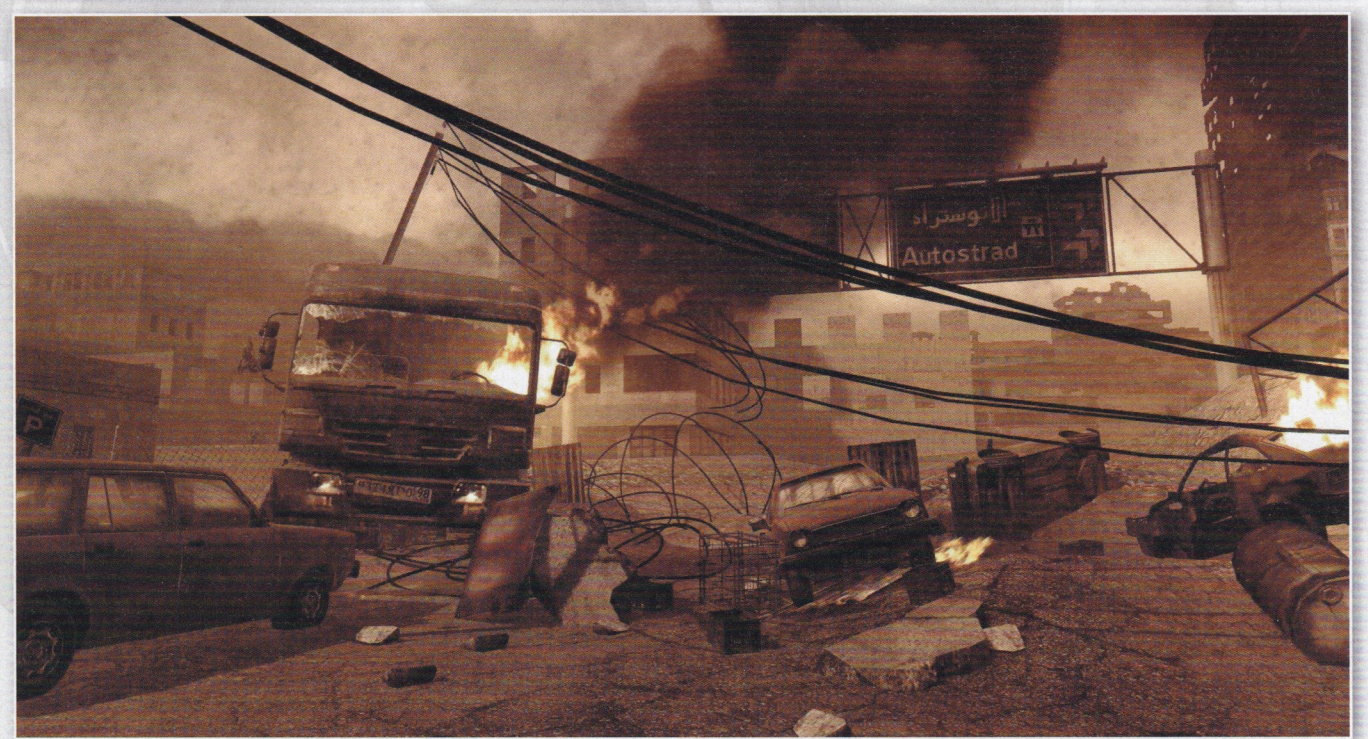
GEARING UP FOR THE CALL

If you've played other *Call of Duty* games on the Nintendo Wii, than you probably know the basics of the First Person Shooter gameplay. However, even if you have played other games in the series, Modern Warfare is an entirely new animal. This chapter goes through all the single player features, both those exclusive to Modern Warfare, and those that have been around since the first game.

If you're a beginner you might want to carefully read through this chapter to get the game basics to ensure you have a better chance in the field. If you're a FPS vet, a skim of the chapter might be more appropriate.

Whatever you decide, this chapter is here to give you the fundamentals playing the Single Player game successfully and is an important compliment to the game walkthrough that follows.





CONTROLS

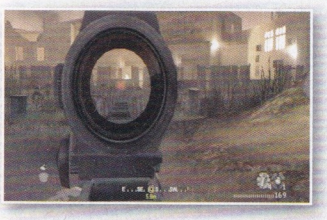
The following table outlines the default setup for the Alpha control set on the Wii:

ACTION	BUTTON/KEYSTROKE COMMAND
Attack	B Button
Movement	Nunchuck Analog
Jump	Up on the D-Pad
Cycle Stance	C Button
Aim Down Sight (ADS)	Z Button
Melee Attack	Down on the D-Pad
Switch Weapon	Right on the D-Pad
Use/Sprint/Steady Scope	A Button
Throw Frag Greande	+ Button
Throw Special Greande	- Button
Pause	1 Button
Inventory	Left on the D-Pad
Reload	Shake Nunchuck

Gameplay Options

The most important options are those that directly affect gameplay.

AIM ASSIST



Aim Assist is a feature that enables you to more accurately fire at enemies in the single-player campaign. With this feature, your sight automatically snaps to a nearby enemy when you press the Aim Down Sight button.

This proves to be very helpful during hectic firing situations. To activate it, simply aim in the general direction of the enemy and hit the "Aim Down Sight" button or ADS. Your crosshair should pop right to the center of the enemy, giving you a good starting point for taking your shot.

LEANING

When Leaning is enabled, you can lean to the left or right by turning the Wii Remote to the left or right. This can be useful for leaning around corners to pick enemies off while remaining behind cover.

GAME DIFFICULTY

At the end of the First Prologue level, the game automatically recommends a difficulty setting to play based on your performance during a training exercise. While this is a novel feature, it's not the best way to determine the correct difficulty for your gaming experience. Picking a difficulty that is too demanding or too simple for your skill can dramatically affect the enjoyment you receive from playing the game. *Call of Duty: Modern Warfare Reflex Edition* is significantly harder than the previous versions of *Call of Duty*. Keep this in mind when picking a game difficulty from the list below.

GAME DIFFICULTY BREAKDOWN

DIFFICULTY	RECOMMENDATION
RECRUIT	Recommended only for those playing an FPS for the first time. The game will not challenge most players, but you're not invincible. If you prefer a "cinematic" experience as opposed to a challenging gameplay experience, then this is a good choice.
REGULAR	The default difficulty setting. Most players will find Regular difficulty to be challenging at times, making it a good choice for those who have played other FPS games but don't want to get too frustrated during difficult spots in the game.
HARDENED	Hardened difficulty is the perfect choice for hardcore players who want a fun, difficult, but not overly frustrating gameplay experience. Defeating the game on this setting is no joke—especially toward the end—but if you want a good challenge and the full *Call of Duty* experience, this is a great choice.
VETERAN	This setting is only recommended for the ultra-hardcore players. If this is your first time playing through *Call of Duty: Modern Warfare: Reflex Edition*, you may want to save this one for a second playthrough.

The HUD

The *Call of Duty: Modern Warfare: Reflex Edition* HUD (or Heads Up Display) has many functions, but they are implemented in such a way that the on-screen information doesn't interfere with gameplay, thus enhancing the immersive experience. Several of the HUD components are discussed in the following sections.

HEALTH INDICATORS

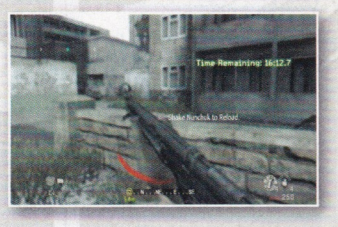
Instead of having a health bar or health meter that represents your character's hit points, the screen turns red when your player gets hit.

Take a couple of shots and the screen turns light red. Sustain a couple more hits and the screen becomes very bright red on the edges and the on-screen view starts pulsating. If any more damage takes place after that, it will usually result in death.

If you are successful, find some cover from the enemy gunfire and try to avoid getting hit for a few seconds. When done correctly, the red on the HUD will fade and eventually return to normal, indicating it's safe to once again engage the enemy.

DAMAGE DIRECTION INDICATOR

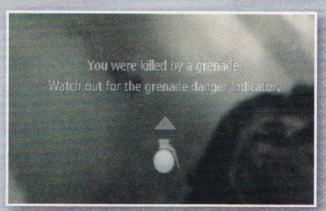
When you suffer damage from an enemy, a red line appears on-screen. The position of this line indicates the direction from which the damage came. For example, if the red line appears at the top-middle of the screen, it means the enemy is firing from directly in front. This indicator is vital for locating enemies. Although it may become a little confusing during hectic firefights, you will need all the help you can get!



GRENADE INDICATOR

When a grenade lands nearby (whether it's a friendly or enemy grenade), a grenade icon appears in the center of the screen. In addition, a small arrow near the icon points toward the grenade's location.

If you are standing directly over the grenade, the icon changes to a hand holding a grenade. Once you see this icon, you can hit the + Button to pick up the grenade and toss it back at the enemy.



WEAPONS INDICATORS

The game displays your weapon indicators at the bottom right-hand corner of the screen. If you are moving around and not firing, this section of the HUD will automatically fade away so that it doesn't interfere with your view. To bring it back up, simply fire your weapon or press the Switch Weapon button.

The top text indicates the name of the weapon you are currently wielding. This text is only displayed when you first switch to the weapon.

The grenade icons appear just below the name of the weapon. The number on the left indicates the number of special grenades in your inventory. There are two types of special grenades: flash grenades and smoke grenades. During most missions, you start off with four of each type.

Below the grenade indicators, on the left side, is a graphical representation of the ammunition left in your weapon's clip. When all the bullets in your clip are gone, you must reload to continue firing.

Just to the right of the ammunition indicator is the total amount of ammunition you are carrying for your currently equipped weapon. When ammo starts to run low, this number turns red.

INVENTORY

Inventory management is an important part of your success in the game. The symbol for your inventory is located in the bottom left-hand corner of the screen. The inventory indicator fades just like the ammo indicator if you are not firing or taking damage from enemies. To make it appear, press left on the D-Pad.

You can use the inventory feature to switch the firing mode of your weapon, if that weapon has a special feature (for example, a grenade launcher). During some missions, you can use this feature to call in Air Strikes. When fighting at night, you gain access to night vision goggles. Finally, if you have C4 or Claymore explosives, you can also access these items via this inventory feature.

STANCE INDICATOR

The stance indicator is located to the right of the inventory icon. In *Call of Duty: Modern Warfare: Reflex Edition*, you will change your stance quite frequently, so having this indicator provides a quick reference as to your current stance (crouching or prone). There is even an indicator for when you are carrying someone.

COMPASS

The last HUD element is the Compass, which is located at the bottom of the screen. This is a very useful tool that is covered more extensively in the "Navigation and Compass" section later in the chapter.

The Save System

Call of Duty: Modern Warfare: Reflex Edition uses an automatic checkpoint-based save system. While playing the game, you will trigger several checkpoints throughout a level. Checkpoints are usually rewarded after completing a particularly difficult part of the game or during lulls in the action. In most cases, checkpoints trigger just before a major combat sequence.

Checkpoints are saved once you quit the game, but remember to select "Resume Game" from the Main menu to pick up where you left off. If you select the chapter from the Main menu or start a new game, your checkpoint save is automatically overwritten.

After completing a level, it becomes available in the Chapter Select submenu. You can replay any previous levels at any time and try them on a harder difficulty setting or look around for enemy intel pieces. Just be warned that you lose your checkpoint save by doing this.

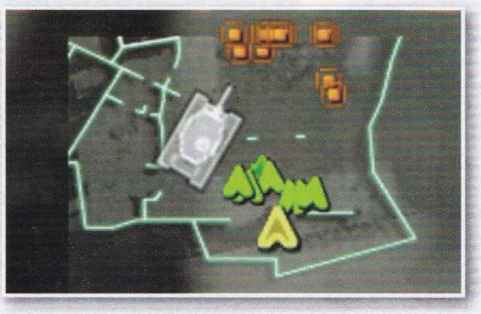
Navigation and Compass

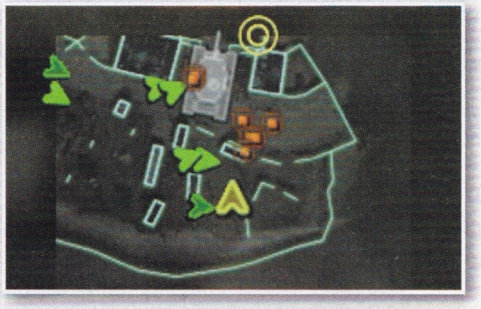
As mentioned previously, a compass appears at the bottom of the screen. Although the compass is useful for navigating levels, the primary tool to ensure that you never get lost is the objective indicator. This indicator is always available while you are on foot in the game, and it always points to where you need to go to reach the next part of the mission.

To find an objective, rotate your view until the yellow indicator is in the center of the compass. Once the yellow indicator is lined up correctly, you are facing in the direction of the next objective.

Just below the yellow indicator is a number that shows the distance to the next objective in meters. If you are standing above or below an objective, then the meter indicator changes to say "Objective Above" or "Objective Below." This compass feature may be slightly confusing to use at first, but once you get the hang of it, it becomes almost impossible to get lost in the single-player campaign.

As if the on-screen indicator wasn't enough, you can pause the game to view a mini-map. After pausing the game, the map appears on the bottom right of the screen. The map illustrates the direction of the next objective, as well as nearby enemies and allies. Allies are shown by green arrows, while the enemies appear as red dots. If you can't determine where the enemy is firing from, remember to access the mini-map in the Pause menu.





SQUAD WARFARE

You rarely fight alone in *Call of Duty: Modern Warfare: Reflex Edition*. Whether you're working with the SAS or the U.S. Army, you will always work as part of a team. Working with a team might be a new experience for those who have primarily played shooters where you fight on your own. Understanding how to best utilize a team is a great way to get an edge on your enemies.

Listen to Your CO

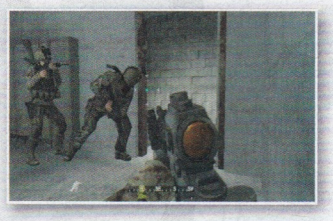
CO stands for "Commanding Officer." In every mission, someone is giving orders. In the military—and in *Call of Duty: Modern Warfare: Reflex Edition*—it's absolutely necessary for good soldiers to follow orders. Listen closely to what your commanding officer says to understand how to approach each combat situation. Some of the basic tactics your CO might order are listed in the following section.

HOLD

When your CO says to "Hold," you should stop moving and wait for further instruction. Moving or attacking the enemy after receiving this order may alert them to your presence and cause a mess.

TAKE POINT

When your CO says to "Take point," it means you should lead the squad forward to the next area. Move forward, but don't get too far ahead of your squadmates. Remember that it's your job to identify and neutralize any enemies you see while advancing.

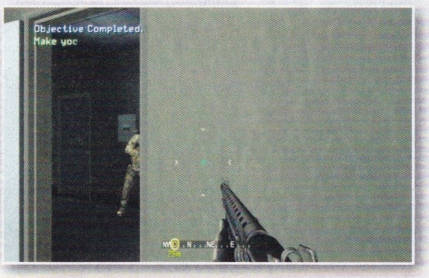


FLANK

Sometimes you may be ordered to flank right or flank left. This is an order to go around the enemy to the left or right in an attempt to get to the side or behind them to make neutralizing them easier. Taking this approach puts your squad at less risk of getting spotted and makes picking off enemies easy.

RESPECT YOUR SQUADMATES' ABILITIES

Your squad in *Call of Duty: Modern Warfare: Reflex Edition* is deadly and can take care of themselves. If they advance ahead of your position, try to keep up and stay low. When an enemy appears, your squad will oftentimes take them out without any assistance.

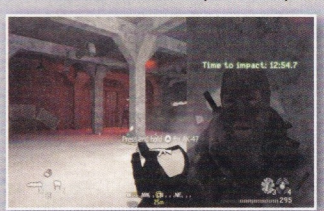


Whatever you do, don't inadvertently shoot a team member when he is engaging the enemy. If you accidentally kill a team member, it may result in an automatic game over.

LEARN THE UNIFORMS

One of the first things you should learn right away is the difference in the uniforms between the tangos and your team members. There are two types of opposing forces in *Call of Duty: Modern Warfare: Reflex Edition*: Russians and Al-Asad's army.

At first, it may be difficult to distinguish the enemies from your teammates since many are fully uniformed soldiers. Instead, look for the distinct helmets and weaponry of your teammates; it won't be long before you can distinguish them even at a great distance.

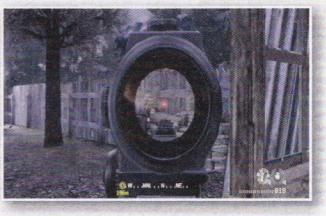


MELEE COMBAT

Be sure to perform a melee attack against nearby enemies or those you can approach from behind (consult the controls table at the beginning of this chapter). Successful melee attacks quickly and quietly kill enemies in a single blow.

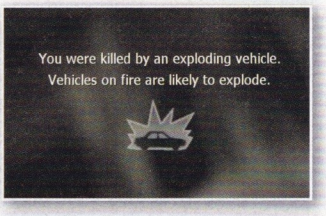
STAY BEHIND COVER

Cover is a key tool in your arsenal on every mission in the single-player campaign. If you engage the enemy by standing up and walking out toward them, they will cut you down in no time. Since you are working for special forces, you will be outnumbered by the enemy in every combat situation.



As such, you need to be smart. Whenever the enemy starts firing, search the surrounding area for cover even before you attempt to find and eliminate the enemy.

Buildings provide the best type of cover, as they often have several open windows and doors that serve as great spots from which to shoot. When fighting in the streets, look for debris, barrels, sandbags and other objects.



Don't take cover behind explosive items! Unexploded vehicles are a common explosive item in campaign mode. Such vehicles will catch on fire if they get hit by weapon fire and explode shortly after, killing you in the blast if you're too close.

STAY LOW

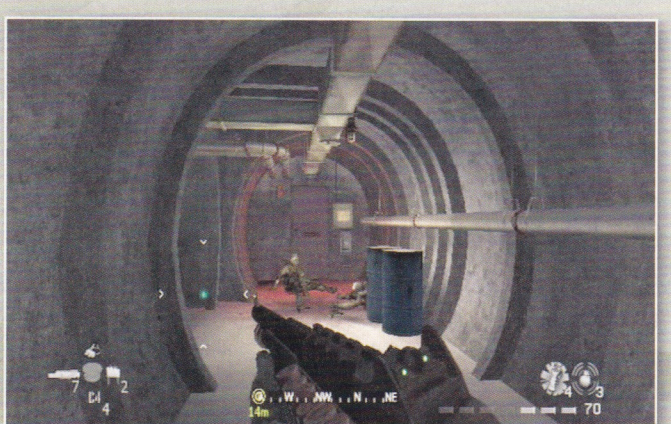
Using the Crouch button to lower your stance is vital to making it through the game. Whenever moving forward into unknown territory, you should proceed in the Crouched position.

In situations with heavy enemy gunfire, the Prone position is a good option since it makes you a much harder target. This position doesn't make you invulnerable to thrown grenades, though. It is difficult to run away from a thrown grenade after being in the Prone position. If you are prone, it is very hard to get up and get away from a grenade before it explodes.

Using Your Grenades

You will almost always have grenades in your inventory while playing through the campaign, but it's easy to forget they are available during an intense firefight. To soften up the enemy resistance, toss a flashbang or frag grenade in the enemy's direction.

When pinned down by the enemy, try to toss a grenade at your foe to create an opportunity to move forward. Even if the grenade doesn't kill the enemy, it may make them emerge from cover and provide an opportunity for a kill shot. Furthermore, you can "cook" your grenade by holding the corresponding button before you release it to execute a throw. Do this to more closely time the grenade's explosion to the moment it reaches its target. This gives the enemy less time to escape the blast or throw the grenade back at you. Just be sure not to cook your grenade too long, lest it explode in your hands! Don't forget about smoke grenades. Smoke grenades provide you with complete cover, and can be used to get through heavy enemy resistance. Smoke grenades are absolutely essential on the harder difficulties.

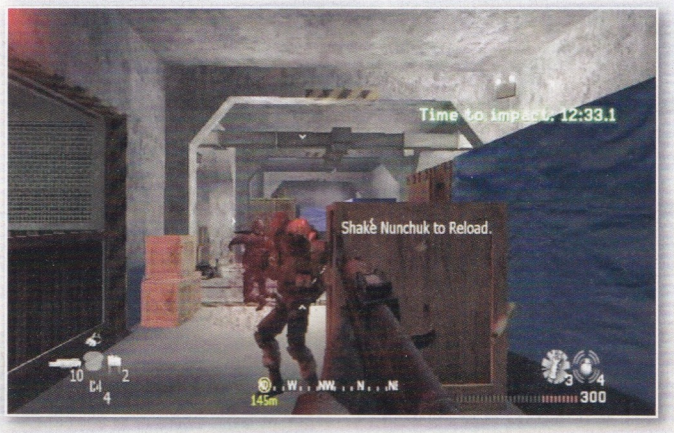


When an enemy grenade lands nearby, you have two options: get the heck out of there, or toss it back. In almost every situation, it's better to just get away. This is especially true if you're not sure how long the grenade has been "live."

In *Call of Duty: Modern Warfare: Reflex Edition*, all grenades have a set duration before they go off. This means if a grenade was tossed four seconds ago and you are just coming across it now, it will blow up in your hand, instantly killing you.

If you are sure a grenade has just been tossed recently (you hear the "clink-clink" sound of a grenade rolling on the ground), then feel free to toss it back at the enemy. Another instance where you should toss back a grenade is when you're pinned down in a tight spot.

Fire in Bursts



When using an automatic weapon, it is wiser to fire in quick, short bursts. Taking this approach dramatically increases your weapon's accuracy, which is important with all automatic weapons, light machineguns included. The shorter the bursts, the more accurate the rounds fly because it reduces the amount of recoil.

Watch Your Ammo

You should always be aware of how much ammunition remains in your clip. If you run out of ammo in the middle of a battle, it could give the enemy an opportunity to kill you before you can find cover and reload. Whenever there is a lull in action, reload *both* your weapons before continuing onward.

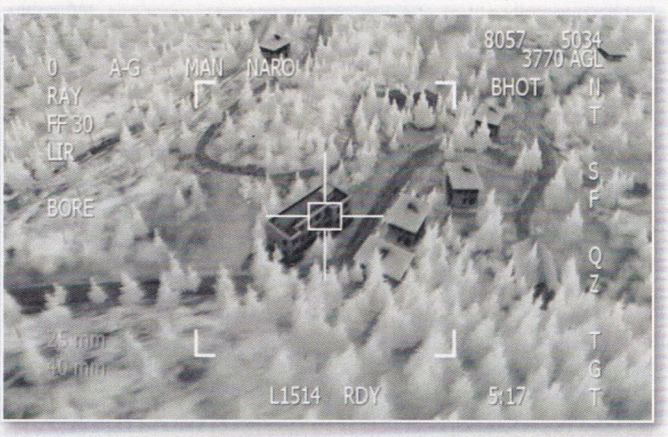
Be Patient

Call of Duty: Modern Warfare: Reflex Edition is not the type of game you can just charge through. To be successful, you must be very patient to avoid putting yourself in a dangerous situation. If you start taking damage, then you should immediately go prone and find cover.

During stealth missions, wait for your CO to provide instructions. If you know an enemy is nearby, wait for a clean shot from behind cover instead of trying to charge his position.

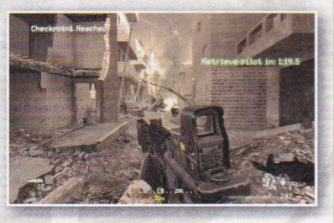
On occasion, it will seem like there is no end to the number of enemies. It's almost always better to sit back and patiently pick off the enemies as they charge. The enemy onslaught will eventually wane, providing a chance to move forward and wipe out any survivors.

Patience during a mission may even trigger an extra checkpoint if you manage to stay in a safe area for a few seconds. Checkpoints are intelligently triggered based on how safe you are and where you are located in a mission.



Remember, You Have Two Weapons!

In the single-player campaign, you are always allowed to carry two weapons. The ideal setup for this two-weapon system is to carry one long-range weapon and one short-range weapon.

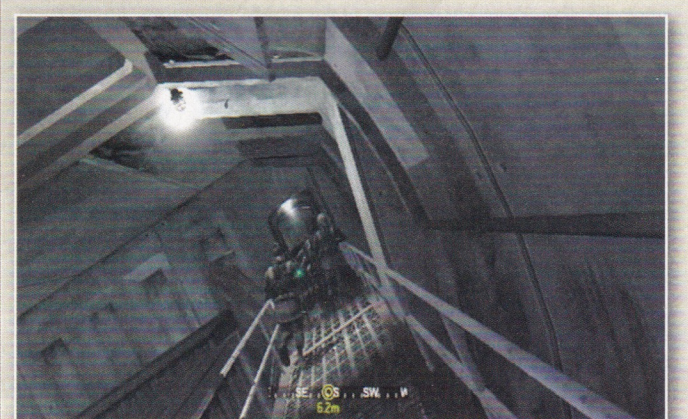


Long-range weapons include sniper rifles and assault rifles. Short-range weapons can be fired from the hip and include sub machineguns and shotguns. You will start many levels with a pistol, but it's generally not as effective as your enemies' weapons. When the opportunity arises, loot an enemy's body and grab a good weapon to compliment your primary firearm.

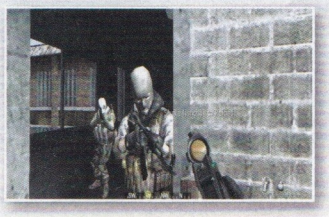
If during a firefight you empty your clip before all the bad guys are dead, remember to switch weapons. Oftentimes, there won't be any cover, so switching weapons is the only way to recover from the dreaded dry click noise of an empty magazine!

Don't Forget About Sprint!

The sprint feature is often overlooked by some players, but it can be vital when moving up on the enemy. Although you cannot shoot while sprinting, you run twice as fast, making it much more difficult for enemies to hit you.



Downed Enemies are Still Alive



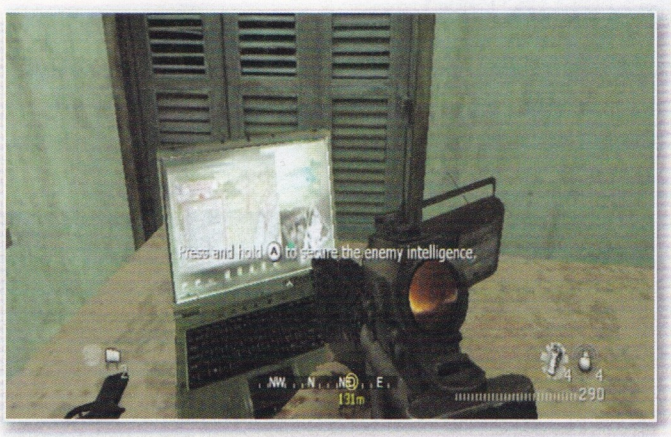
Call of Duty: Modern Warfare: Reflex Edition's enemies are a nefarious lot. Oftentimes, an enemy may look dead only to see him rise back up a few moments later. Do not assume a downed enemy is a dead enemy until you see his weapon and ammunition pop off his dead body.

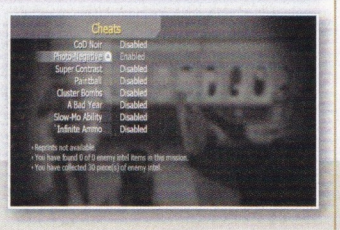
Enemies can crawl around and shoot, even after you have inflicted a mortal wound. If you see an enemy crawling around, use your knife to finish the job.

Collecting Enemy Intelligence

One completely new feature in *Call of Duty: Modern Warfare: Reflex Edition* is the ability to find secret enemy intelligence laptops. These laptops are located in secret areas in most levels.

Finding the laptops unlocks cheats that you can use after you complete the game once. To see how many laptops you have found in a particular level, just pause the game and select the Cheats option. All enemy intelligence locations are revealed in the "Walkthrough" chapters in this guide.





SQUADMATE MODE

Call of Duty: Modern Warfare: Reflex Edition features an entirely new co-operative gameplay mode. To start squadmate mode, you just need to hit turn on a second Wii Remote on a supported level, and hit the A button to join.

While in co-op mode, you can help your friend out by firing at enemies on the screen. You have your own weapons which appear in the top right corner of the screen, and you can even pick up weapons that are on the ground.

As the second player you have no control over the player movements. You need to coordinate with your friend to decide where to look.

You do not need a Wii Nunchuk to play as the second player.

Having a friend along for the ride can be a huge benefit, particularly in tougher fire fights on the harder difficulties. If you are having a lot of trouble completing a level, why not ask a friend to jump in for a few minutes to help you through a hard part?

WEAPONS

SIDE ARMS

Side Arms in *Call of Duty: Modern Warfare: Reflex Edition* are used as backup weapons. Unless you have a special penchant for wielding handguns, consider them weapons of last resort in either single-player or multiplayer games. The advantage of a handgun is that you can switch to it quickly, basically about the half the time it takes to switch to a larger weapon. This comes in handy when you run out of ammo for your primary weapon in the midst of combat and you can't find cover. Accurate side arm shots are deadly and they're particularly effective at finishing off wounded opponents, even if you don't score headshots.

DESERT EAGLE

The Desert Eagle, the most powerful handgun, is a mainstay of contemporary FPS games. It is a large weapon that fires huge, disabling rounds at your opponents. It is possible to get the Desert Eagle off of randomly spawned "sneak attack" enemies. In multiplayer, this is a great weapon to use with the Last Stand perk. The increased firepower means that it takes fewer rounds to kill a target.

M1911 .45

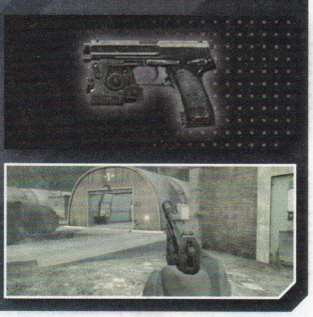
The M1911 is a more powerful side arm that comes equipped with .45 caliber bullets. Its small clip size makes it difficult to use effectively unless you are firing perfectly aimed shots.

M9

The M9 is the basic side arm used by the British in the campaign. Oftentimes, it loads out with a silencer. If your primary weapon is not equipped with a silencer, this makes a good alternate option if you need to discreetly take out an enemy.

USP .45

The USP .45 is a common weapon for your enemies. When playing as an American in the single-player game, you will occasionally start a level equipped with one. While powerful, the USP has the same drawbacks as the M1911, as its small clip size makes it very difficult to use in combat against heavily armored opponents. The USP will occasionally come equipped with a silencer.

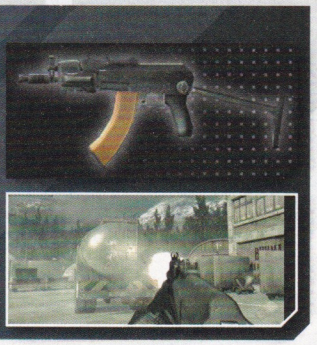


SUB MACHINEGUNS

Sub machineguns are primarily designed for indoor, close-combat situations. Sub machineguns are most accurate at close range and they make up for their lack of ranged accuracy with a must faster rate of fire. This speed makes it an excellent option for "shooting from the hip" or firing without aiming down the sight. In multiplayer, sub machineguns are great to combine with the Double Tap (higher rate of fire), Bandolier (carry additional magazines), or Sleight of Hand (faster reloads) perks.

AK74u

The AK74u is an unusual weapon that the enemy forces use in the single-player campaign. It has the same rate of fire as the AK-47, but it causes more damage, has better accuracy, and less range. Some players consider this the most powerful sub machinegun in the game.



MINI-UZI

The Mini-Uzi is a surprisingly effective indoor and close-range weapon. With a respectable clip size, the rate of fire is so quick that you can empty a clip in only a few seconds. Although you can shoot the Mini-Uzi in short bursts, it is much more effective when it is used to spray down narrow hallways and provide covering fire. Stick to firing this one from the hip. If you are engaged with an enemy at range, switch to a longer ranged weapon.

MP5

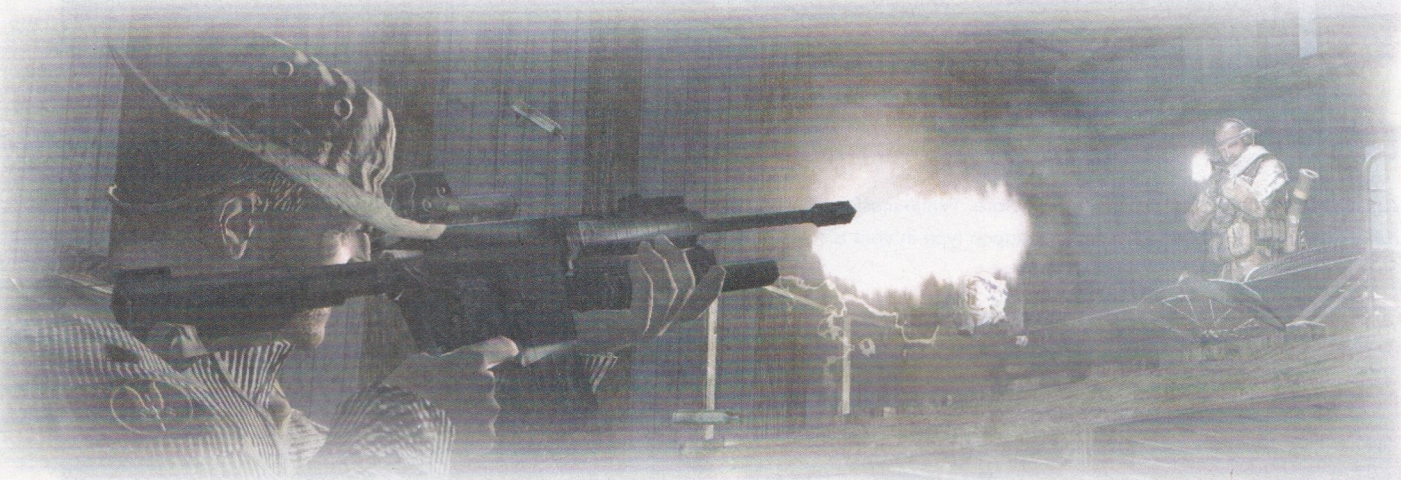
The MP5 is a mainstay of covert operations. While playing as the British in the game's campaign, you may begin the level outfitted with a silenced version of this weapon. The MP5 is best used by firing short, controlled bursts at the upper area of your target. The MP5 is extremely accurate and one clip can be used to take down several enemies without the need to reload if you use short bursts.

P90

The P90 is a versatile sub machinegun that has significant accuracy advantages over other sub machineguns when fired at long range. The P90 is another difficult weapon to find in the single-player campaign. In the chapter "Heat," there is one in the barn that you must defend against the advancing tanks. The P90 is a favorite in online multiplayer games and it boasts a very large clip size.

Skorpion

The Skorpion, a predecessor of the Uzi, is a very small sub machinegun. It has a slower rate of fire than the Uzi, but keeps its wild inaccuracy. This is not a recommended weapon in most combat situations, so use it when there are no other available options. However, this is a particularly powerful weapon in Multiplayer matches, especially at close range.



LIGHT MACHINEGUNS

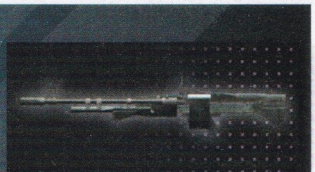
Don't be fooled by the name, as there's nothing "light" about these monster weapons. The term "light" implies that you can carry the weapon, unlike their much weightier "heavy machinegun" counterparts, which are fired from a mount. Light machineguns are essential to any military unit, as they can both block and create chokepoints. They also provide major covering fire for your advancing allies. In multiplayer, you can attach a front grip to these weapons for better aim and a reduction in recoil; however, you cannot attach silencers, and the grip disables Perk 1. These weapons are great for laying down cover fire while your team advances from one area to another, or guarding a Domination flag or Bomb Plant spot.

M249 S.A.W.

The M249 "Squad Automatic Weapon" is an excellent machinegun with a 200 round clip. The M249 is frequently available in the single-player campaign, and it is a great option in a variety of combat situations. When using the SAW, try to remain in prone mode to increase the weapon's accuracy. Although it has an extremely large clip size, it's important to always fire in bursts. The M249 has a very high rate of fire and is capable of burning through 200 rounds in under 20 seconds!

M60E4

The M60E4 is the latest version of the classic M60 that was used throughout the Korean and Vietnam wars by the United States. This weapon is not available in a portable form in the single-player campaign. In multiplayer, it has characteristics similar to the M249 SAW.



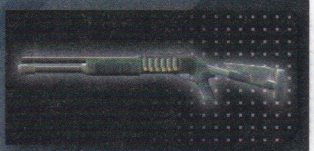
RPD

The RPD, the Russian version of the light machinegun, is frequently found on the ultranationalists you encounter in the single-player game. Stick to the same rules as the M249 when using the RPD in combat.

SHOTGUNS

In multiplayer, all shotguns are more effective when combined with the Sleight of Hand (faster reloads) or the Double Tap (faster rate of fire) perks.

M1014



The M1014 has similar power to the W1200, but completely eliminates one of its disadvantages. The M1014 is a semi-automatic shotgun that uses gas power to prepare the next shell in the shotgun. This approach enables you to completely empty the M1014 into a corridor in a matter of seconds. Unfortunately, the M1014 still has an extremely long reload time and it holds fewer shells in Multiplayer. When the M1014 is your main weapon, an effective backup weapon is vital.

W1200

The W1200 is a standard pump-action shotgun that is frequently used by the separatists in the single-player campaign. Going up against an enemy armed with a W1200 is an extremely dangerous proposition and, on harder difficulties, taking a point-blank shot from one of these weapons results in instant death. While each round fired in a close space has the potential to take out multiple enemies, there is a significant delay between shots, as you must perform the pump action between trigger pulls. The other major drawback to this weapon is the significant amount of time it takes to fully reload it. Although it's possible to reload one shot at a time, getting caught with an empty W1200 usually means death.

ASSAULT RIFLES

Assault rifles are the staple of modern warfare. While most are not as effective indoors as a sub machinegun, they are effective at most every range, making them the most versatile weapon type in your arsenal. In multiplayer, all assault rifles benefit from the Double Tap, Stopping Power, Sleight of Hand, or Steady Aim perks.

AK-47

The AK-47 is the primary weapon choice for the enemies in the single-player campaign. This is not without good reason, as the AK-47 is an excellent, all-around assault rifle. AK-47s mounted with grenade launchers are also in the multiplayer missions and some of the later single-player missions.

M14

The M14 is a powerful assault rifle, but it has many drawbacks. It has a smaller clip size than other assault rifles and is not fully automatic. Use this rifle for long-range fire. Although not as effective as a sniper rifle, it is ideal for players who like to stay on the move and advance on the enemy instead of staying prone in one spot. The M14 is not available in the single-player campaign.

G36C

The G36C is a compact assault rifle that is primarily used by British forces in *Call of Duty: Modern Warfare: Reflex Edition*. The G36C performs in-game like a cross between the MP5 and the M4. It is effective in close-quarters situations, but it lacks the range of standard, long-range assault rifles like the M4 and the M16.

M16A4

The M16A4 is a standard weapon for the U.S. infantry. Although not as effective as the M4, it is an effective alternate weapon to have in your arsenal. The A4 is the latest model in the popular M16 series of weapons. It's best used to fire at enemies at long range. Its three-round burst mode strikes a great compromise between stopping power and ammo conservation. In multiplayer, this weapon is great to combine with the Stopping Power or Deep Impact perks for a devastating punch that makes every round count.

M4

The M4 is the most common weapon for the British and US forces in *Call of Duty: Modern Warfare: Reflex Edition*. This is primarily because of the number of equipable attachments it can use, making it an excellent weapon in almost all tactical situations. These attachments include a grenade launcher and silencer. ACOG and Red Dot scopes are also available in multiplayer. The M4's primary strength is accuracy; firing quick bursts provides deadly, spot-on fire against your enemy while aiming down the sight.

MP44

For veteran players of the *Call of Duty* franchise, the MP44 is a nostalgic trip down memory lane. The MP44 is a German weapon utilized extensively by the Nazis in World War II. Despite being from a different era of warfare, it holds up reasonably well in *Call of Duty: Modern Warfare: Reflex Edition*, making for a respectable fully automatic assault rifle. The MP44 is not available in the single-player campaign.

SNIPER RIFLES

Call of Duty: Modern Warfare: Reflex Edition offers a variety of sniper rifles for players who prefer to stay out of sight and strike down the enemy from a distance. Sniper rifles are significantly more powerful than other weapons, but to score a kill on an unwounded opponent, you must achieve a headshot or a direct body shot. When firing a sniper rifle, hold the Sprint button to steady your aim.

Lying prone is also important when firing a sniper rifle. Staying in this position provides automatic cover against the opposing force, as well as extra steadiness for your aim. In multiplayer, sniper rifles are great when combined with the Claymore x2 perk, as you can set up the Claymores to defend your back side while you zoom in with the rifle's scope. Also consider using the Sleight of Hand perk for faster reloads, UAV Jammer for invisibility to enemy scans, and Iron Lung to hold your breath longer while aiming. Combine any sniper rifle with the Overkill perk to bring along a secondary weapon, such as an assault rifle. Using Overkill to carry a sub machinegun as your primary weapon and a sniper rifle as your secondary weapon is another good choice. This enables you to carry a heavy weapon (like a sniper rifle), but enjoy the mobility of those who wield sub machineguns. Try using Overkill with Dead Silence to relocate while you're sniping.

BARRETT .50 CAL.

The Barrett .50 cal is the most powerful weapon in *Call of Duty: Modern Warfare: Reflex Edition*. While there is only one opportunity to use the weapon in the single-player campaign, it can be earned for use in the multiplayer campaign. The .50 cal, which has the longest range of any weapon in the game, has special controls when used in the single-player campaign.

SVD

The SVD is a sniper rifle used by both enemies in the single-player campaign of *Call of Duty: Modern Warfare: Reflex Edition*. The SVD is very accurate, plus it's semi-automatic with no action required between shots. The SVD is a common weapon to find on downed enemy forces, and it's an ideal compliment to a short or mid-range weapon, such as the MP5.

M21

The M21 is the primary sniper rifle used by both British and U.S. forces in the game. It can be outfitted with a silencer, and a headshot is always a confirmed kill. Like the SVD, the M21 is semi-automatic, allowing you to repeatedly fire without a bolt action. The clips are very large, thus enabling you to take down several enemies at once.

M40A3

The M40A3 is a bolt-action sniper rifle that comes with standard characteristics like high damage and a low rate of fire. The M40A3 is only available in the multiplayer portion of the game.

R700

The R700 is the closest thing to a traditional hunting rifle. Every shot with the R700 is extremely powerful; only the .50 cal Barrett is its peer. The disadvantage to the R700 is that it only holds a few rounds, and it requires a bolt action between shots. This makes it quite difficult to use during intense battles.

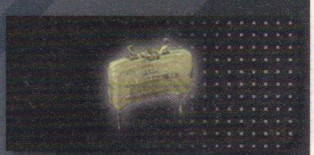
OTHER ARMS

A new feature to *Call of Duty: Modern Warfare: Reflex Edition* is the addition of inventory options. Depending on the mission, or your weapons loadout in multiplayer, you gain access to a variety of explosive and tactical devices that are accessible via your inventory or the grenade buttons.

C4

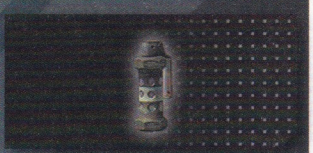
Using C4 is a two-stage process. First, plant it on an object (such as a wall or the ground), then the game automatically switches to the detonator. Press the Fire button to set off the C4 once you retreat to a safe range. You can also detonate it by double tapping the reload button. C4 is also used tactically for many operations in the single-player campaign. In multiplayer, set C4 in heavy traffic areas and sit back to snipe from afar. You can even place it on vehicles to increase the blast damage due to the secondary explosion.

Claymore



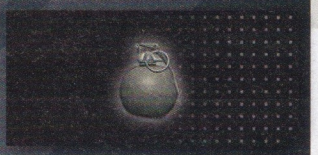
Claymores are self-detonating explosive devices that can be set in the ground. When an enemy gets close to a Claymore, it automatically explodes and kills anyone within the blast radius. You can also shoot Claymores to detonate them.

Flashbang



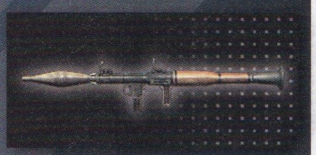
Flashbangs are an essential tool for disabling fierce enemy resistance. When you toss a flashbang, a large flash emits, blinding and deafening anyone within range for a few seconds. Use the resulting flash to close in on unsuspecting enemies, or pick them off as they stumble out of cover. In multiplayer, these are great for clearing rooms or smiting stubborn campers.

Frag Grenade



The Frag Grenade hasn't changed much since World War II and still works in the same manner as in in *Call of Duty 3*. Keep your eyes on enemies to ensure they don't throw your grenades back to you. And, of course, you can also throw incoming grenades back at attackers. Listen for the "clink" sound and watch your reticle for notification of nearby grenades. You can also "cook" grenades. To cook a grenade, hold the button longer before throwing it. You can time it to detonate in the air or immediately upon landing near an enemy. You can also keep them cooked and run toward a group of enemies, taking everyone down with you!

RPG



This Soviet-manufactured weapon is not the most accurate or dependable arm in contemporary times. Nevertheless, a hit is deadly against both ground-based and flying vehicles...but only if the wobbly rocket manages to connect with its target. RPGs are single-use weapons, so you have to find several rockets in one spot to have a decent shot at hitting an enemy with one. Only in special circumstances should you arm up an RPG: when you have to take out a large, clustered enemy group, take down an aircraft, or disable a tank. The RPG accuracy may discourage new players, but with a lot of practice it can be an effective long-range weapon. Especially when used to detonate dormant vehicles on multiplayer maps.

Smoke Grenade

Smoke grenades are one of three types of special grenades you can obtain in *Call of Duty: Modern Warfare: Reflex Edition*. When you toss a smoke grenade, a thick cloud of smoke fills the target area, providing excellent cover for you and your squad mates. These grenades are a must in multiplayer for escaping from areas when you're pinned down.

Stun Grenade

The stun grenade, which is available only in multiplayer, serves as a combination of the flashbang and a frag grenade. It stuns enemies with a large blast that impairs their vision and inflicts some physical damage. Stunned victims move much slower for a short period of time, allowing you to move in for a *coup de grâce*.

PROLOGUE A

F.N.G.

Spec Ops

Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Crendenhill, UK
Time	Day 0

Primary Objective

Prepare for the Cargoship Operation.

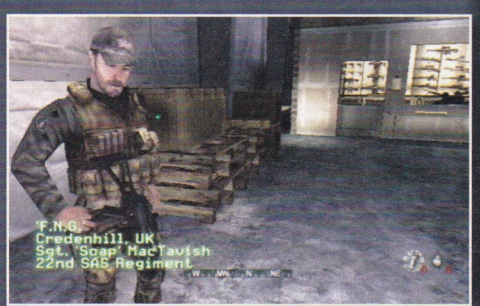
Arcade Mode

Time Limit	N/A (Not Playable in Arcade Mode)
Number of Intel Items	0
Starting Weapons	None

Walkthrough

Welcome to British SAS specialized training!

After the brief cinematic on the loading screen, you assume the role of 'Soap' MacTavish, one of the soldiers you play as throughout *Call of Duty: Modern Warfare: Reflex Edition*.



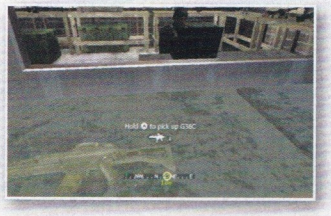
Upon entering the training facility, you are greeted by Gaz, a member of Soap's new Spec Ops unit. He walks you through the basics, preparing you for real-world combat in one of the world's most elite military units.

Objective

Pick Up a Rifle from the Table

After Gaz greets you at the facility's entrance. He instructs you to pick up a rifle and proceed to the firing range.

There's a G36C rifle lying on the table directly ahead. Hold the **Use** button to pick up the rifle.



G36C Assault Rifle

The G36C is a standard issue weapon used by the British You have access to it during many missions. The G36C is a very high-damage weapon, but it's ideally suited to mid-range enemy engagement.

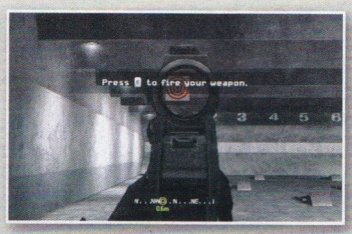
Note that the G36C has excellent reload time—you can change out clips in less than two seconds.

Objective

Enter Station Number 1 and Aim Down Your Sights

Station Number 1 is the first spot on the left. Head toward it, and Gaz gives you further instructions on how to fire the gun while you aim down the sights.

Fire at the high target and then the low target; to get a feel for the game's aiming and firing controls. If you're having a lot of trouble aiming, you may want to tweak the controls in the options menu, or try another one of the controls presets by starting a new game from the main menu.



Objective

Shoot Each Target while Firing from the Hip

Your next task is to practice firing from the hip. Firing from the hip means that you don't aim down the gun's sight as you fire.

Use the green Wii pointer dot to line up the three targets downrange and fire away.

Remember to fire in short bursts to ensure your aim is as accurate as possible, thus improving your chances to hit these targets. To avoid inadvertently moving around while firing from the hip, you can hold down the A Button to lock the view in place.

Objective

Shoot a Target through the Wood

The next test demonstrates a really cool feature in *Call of Duty: Modern Warfare: Reflex Edition*. Using a high-powered weapon, you can fire *through* many materials, just like in real life! You can shoot through thin wooden boards, plaster walls, and many types of doors. This is a very handy tactic to learn and exploit on future missions.

To pass the test, just fire directly through the center of the plywood that pops up, nailing the set of three targets hiding just behind it.

Objective

Shoot Each Target as Quickly as Possible

For the next objective, you must hit the majority of targets within 10 seconds. If you don't hit enough, Gaz sets up the test again.

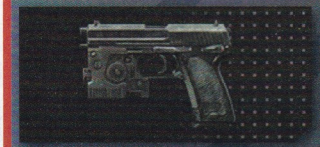
The purpose of this test is to demonstrate how the Auto Assist functionality works. Auto Assist "auto locks" a target you are aiming near when you Aim Down Sight. This is very useful on the Wii, as quickly acquiring new targets with precision can be difficult without the Auto Assist.

Objective

Get a Pistol from the Same Place You Got the Rifle

Now return to the table where you found the G36C rifle. There is now a pistol for you to take.

USP .45



This is the default pistol in the British arsenal. The pistol isn't awful in a tight situation. However, if you start a mission equipped with the pistol, immediately search for a better weapon, which you can claim from a fallen comrade or enemy.

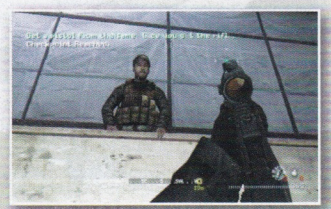
Objective

Switch to Your Rifle and then Back to Your Pistol

After you claim the pistol, press right or left on the D-Pad a few times to practice changing weapons.

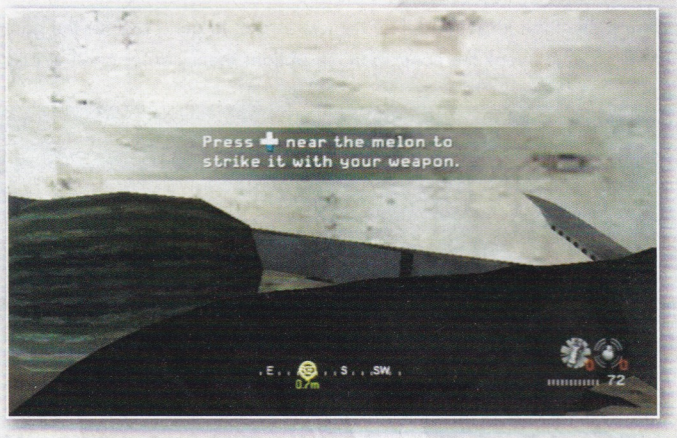
In *Call of Duty: Modern Warfare: Reflex Edition*, you can carry only two weapons, regardless their size. This means that even a small weapon, like the USP, uses the same weapon slot as a gigantic weapon, like an RPG or heavy machine gun.

However, note that smaller, lighter weapons can be switched during combat more quickly, and switching to a different weapon is often much quicker than reloading when your clip runs out. Additionally, lighter weapons are ready to fire more quickly after you perform a melee attack.



Objective

Melee the Watermelon with Your Knife



After you switch weapons a few times, head toward the watermelon sitting on the bench just opposite firing range one. Approach the watermelon and press down on the D-Pad to activate the knife melee attack, shattering the watermelon.

Objective

Use Your Objective Indicator to Locate Captain Price

Now that you've finished the first part of your training, it's time to report to your commanding officer, Captain Price.

Use the compass at the bottom of the screen to leave the firing range, and proceed to the hangar where Price is waiting for you. Note the yellow circle that tells you the direction of your next objective. The number below the yellow circle tracks your proximity to the objective in meters.

As you approach the large blue hangar, a door opens. Captain Price and some members of the 22nd Regiment are inside to the right.

CQB Test

Captain Price calls the next assessment a "CQB Test." In the military, CQB stands for Close Quarters Battle. The test is designed to evaluate your room clearing skills, close-range firing accuracy, and your ability to remain calm under pressure.

Objective

Complete the CQB Test

After Captain Price tells you the squad record is 19 seconds, he instructs you to climb the nearby ladder.

Use the ladder opposite Captain Price to ascend to the top of the indoor tower. Ladders can be tricky to climb, move towards the ladder and use your Wii Pointer to look up the ladder while walking forward. When you get it right, Soap automatically climbs the ladders to the upper area.

Another Spec Ops member at the top, along with an arsenal that includes an MP5 and four flashbangs. You need these items for the test, so grab them.

Price gives you an outline of your assigned tasks during the exercise. Head over to the glowing rope and press the Use button to start the exercise.

advanced intel

Setting the Bar

The game ranks your performance during the exercise and recommends a difficulty level for you based on how quickly you can get through the course. The following table lists the possible outcomes:

COMPLETION TIME	RESULT
90 Seconds	You must retry the exercise
60-90 Seconds	Recruit Difficulty
28-60 Seconds	Regular Difficulty
28-19 Seconds	Hardened Difficulty
Less than 19	Veteran Difficulty

You get a time bonus if you demonstrate good accuracy. The maximum accuracy bonus you can earn is three seconds, which is deducted from your final time.

The trick to getting a really great time on the CBQ Test is to completely memorize target locations, always anticipating the next one—think one step ahead.

Repeat the exercise several times until you memorize everything at each point.

When you're ready to give the test a shot, equip the MP5 and descend the rope by pressing the **Use** button when you're standing near it. Once you touch the rope, the timer begins.

Objective

Position One

The first position is the front of a ship. There are three enemies inside. The optimal way to dispose of them is to quickly burst in and take out the enemy on the left. Then line up the two enemies in the center and right so you can take out both in one burst.

If you miss the rear enemy, don't stop moving; just run around and take out the mockup at point-blank range as you proceed inside the ship and down the stairs to position two.

Throughout the exercise, keep your eyes peeled for the red spray paint. It provides excellent tips on what you're supposed to do and where you're supposed to go, helping you avoid wrong turns and wasted time.

With all three enemies down, descend the stairs inside the bridge to position two.

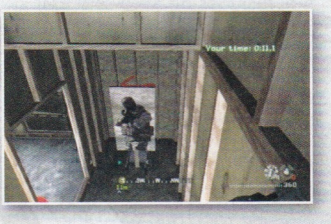
Objective

Position Two

Position two is at the bottom of the stairs—just one enemy pops up there for you to take down.

As soon as you take out this enemy, press the Minus Button to start the sequence of tossing one of your flashbangs. Tossing a flashbang takes a few seconds, and if you don't start this action before you turn the corner, you'll never make a record time.

Toss the flashbang through the doorway on the left, and it should land in the middle of position three.



Objective

Position Three

Position three is simply the doorway to the mess hall. To pass this position, just chuck a flashbang through the door. Be sure to look away before the flash erupts to ensure you don't blind yourself. Head inside to position four.

Objective

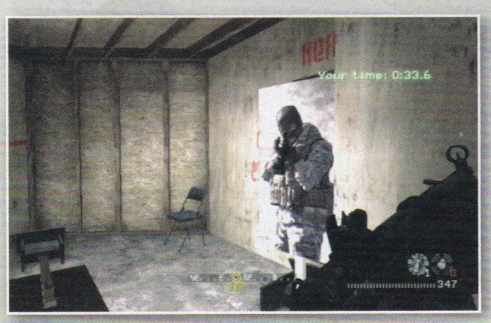
Position Four

There are two enemies in the mess hall. Quickly dispatch them, then turn to the left and **Sprint** down the hallway to position five.

Objective

Position Five

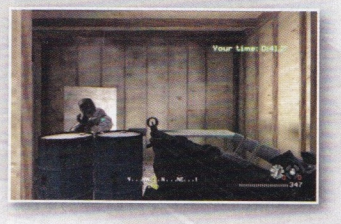
Two enemies wait for you at position five. They pop up when you enter the room; quickly dispose of them both. Then immediately press the Minus Button to prepare a flashbang toss for the next room through the doorway to your left.

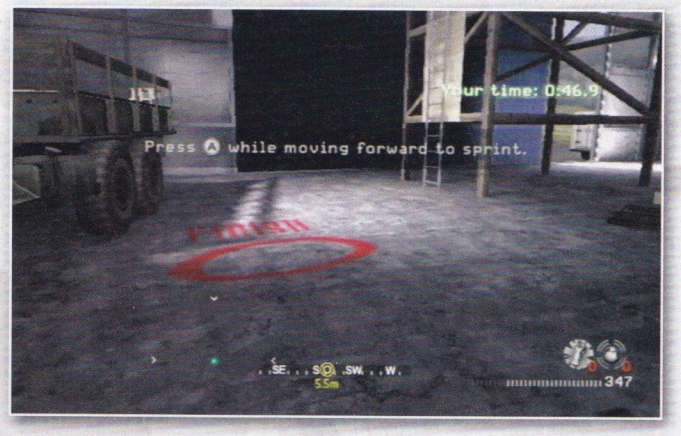


Objective

Position Six

Position six has two parts: first you must toss a flashbang through the door, and then you must fire at the two enemy targets that pop up.





After you dispose of both targets, turn around and proceed outside to **Sprint** (hold down the A Button) to the finish.

When it's all over, Captain Price assesses your performance. If you complete the exercise in less than 90 seconds, you can move on to the next objective.

Objective

Debrief with Captain Price

Approach Captain Price, who is standing with the other regiment members behind a stack of monitors. After a very quick briefing on the cargo ship mission, the game prompts you to select a difficulty.

Select whichever difficulty you are most comfortable with, regardless of the difficulty the game selects for you. Keep in mind that the Cargo Ship mockup is a good test, but the real game is much more difficult because the enemy actually shoots back at you! *Call of Duty: Modern Warfare: Reflex Edition* is much more difficult than a typical shooter. Use caution when selecting the difficulty level. If you do find yourself in over your head, you can always change the difficulty later, by starting a new mission via the Mission Select in the Main Menu.

After you select a difficulty setting, you complete the level and move on to your first live mission!

PROLOGUE 3

CREW EXPENDABLE

Spec Ops

Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Near the Bering Straight
Time	Day 1: 1:23:30

Primary Objective

Retrieve Package from Freighter.

Arcade Mode

Time Limit	11:00
Number of Intel Items	2
Starting Weapons	MP5SD
	USP .45

Walkthrough

Welcome to your first live-action op. You start aboard a British helicopter with Captain Price sitting directly across from you. Captain Price leads this mission. Follow his instructions closely as you get your bearings in a real combat operation.

Objective

Secure the Package

You automatically follow Price down the rope, landing directly in front of the ship's bridge. Three enemies man the bridge. Immediately after you land, the "weapons free" order comes up in your comm link. Open up on all tangos in the vicinity.

advanced intel

Stay with Your Squad

Don't run too far ahead of your squad. If you do, special "sneak attack" enemies will spawn.

Tango

You may hear your squad members refer to many of the enemies as "tangos." The term tango comes from the military alphabet, which replaces letters with words to make spelling things out easier and to help avoid radio communication problems. For instance, the *Call of Duty* website is called "CharlieOscarDelta.com," military parlance for "COD."

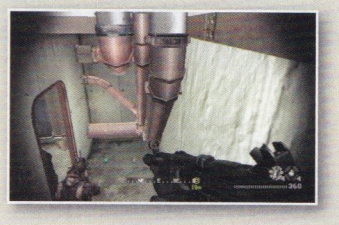
In this case, tango refers to the "targets" that you are engaging.

Objective

Clear the Bridge, Crew Quarters, and Mess

When the bridge is clear, follow Captain Price as he bursts through the bridge and down the steps further into the ship.

After you clear the stairs, a drunken shipman stumbles into the hallway. Remember all enemy personnel on this ship are expendable, so take him out before he notices your squad perched at the end of the hallway.

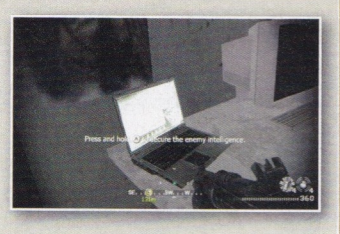


MP5SD

The MP5 is known for its speedy rate of fire, dependability, and accuracy. It isn't the most powerful sub machinegun in the game's arsenal, but it is dependable, and it can take down enemies in one hit with a head shot.

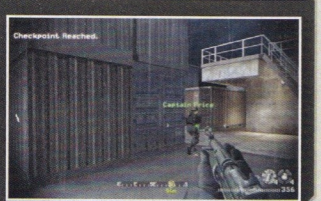
The "SD" designation stands for Schalldämpfer, which is German for sound dampener. While the barrel modification doesn't completely silence the gun's report, it does decrease the odds of detection by distant enemies, especially when the weapon is fired in quick and effective bursts.

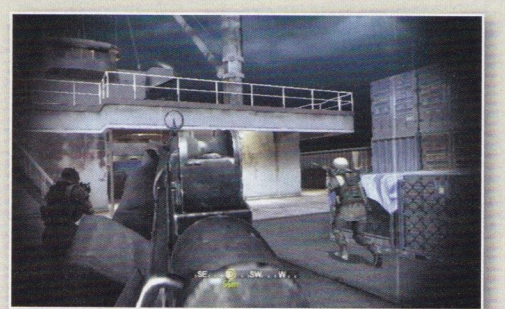
The team moves into the crew quarters and the mess hall. The mess is clear, but you or one of your squad mates must take out the enemies sleeping in the bunks before returning to the ship's exterior.



intel

A laptop with enemy intelligence sits on a desk in the crew quarters. Grab it before you exit the area.





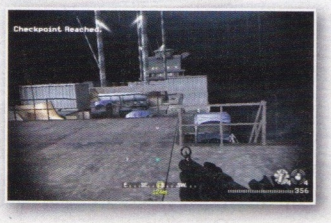
Follow your squad outside and head southeast to the ship's rear. Wait for the signal from Price, and then advance through the crates located on the ship.

Objective

Secure the Ship's Top Deck

The safest route here is to follow closely behind Captain Price.

When your team identifies two enemies on the catwalk above, don't try to be a hero. Wait until your teammates are close enough to take them down with their long-range weapons before you advance forward.



If you'd like to equip a longer-range but much louder weapon, you can climb the stairs here to the fallen enemies, where you can loot one of their AK-47s.

AK-47

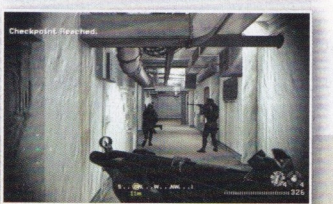
The AK-47 is in many ways the "bad guy" counterpart to the MP5. It is the weapon of choice for low-budget forces due to its low price, availability, and relative dependability.

The AK-47 is a fine rifle with a slow rate of fire but excellent long-range accuracy. It has a speedy reload time, and it can be fired somewhat accurately from the hip in short-range combat situations.

Enemies fire on your team when you reach the end of the row of crates. Press the C Button to crouch to use the nearby steel crates for cover.

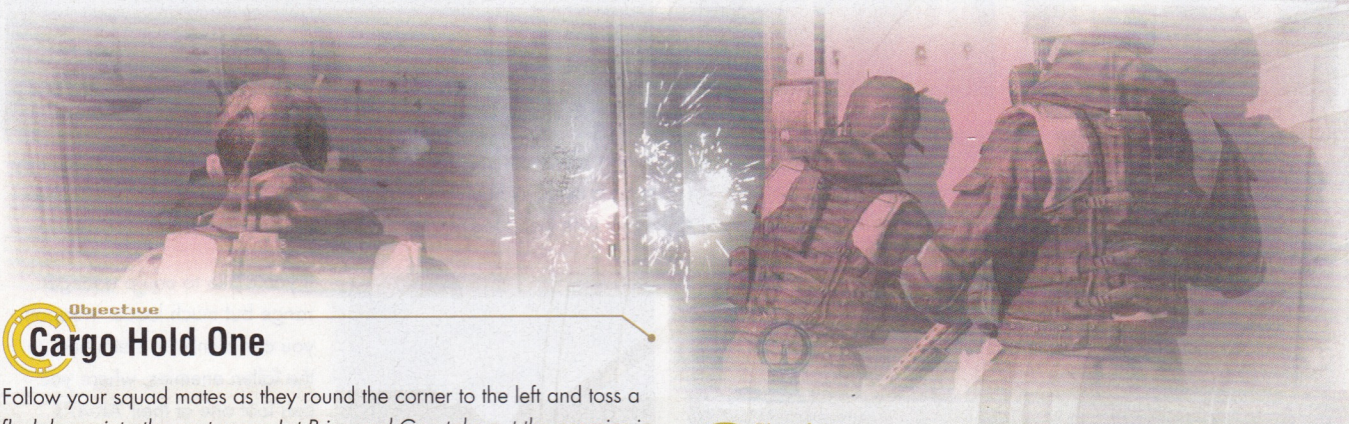
Don't worry about trying to target the enemy here; they are well covered by the steel porthole windows. Wait a few seconds until your helicopter escort arrives, employing its heavy weaponry to clear out the upper deck.

Follow Gaz and Price to the left entrance, where Gaz pulls out a shotgun before entering the ship.



Stay behind your squad. Because this is your first mission, you are never expected to take point. Take this opportunity to watch the professionals do what they do best. As you progress deeper into the game, remember the tactics that your squad employs here; these techniques could save your skin down the road.

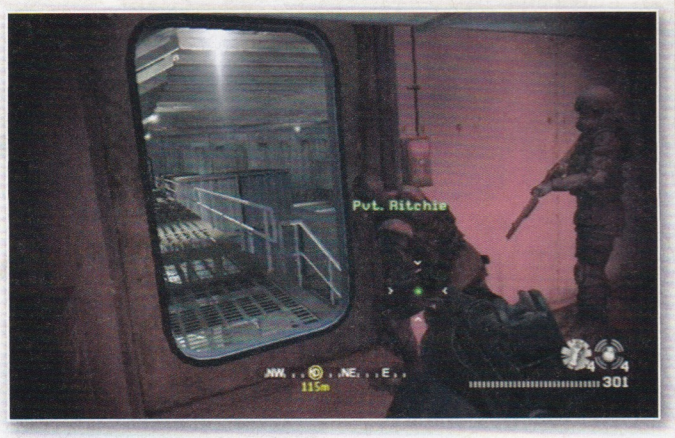
After the team clears the descending staircase, follow your point man, carefully checking corners for any sign of the enemy. As you follow the U-shaped hallway, you encounter your first set of enemies. Crouch and fire into the enemy with quick bursts to eliminate them before they can put too much fire on your team.



Objective

Cargo Hold One

Follow your squad mates as they round the corner to the left and toss a flash bang into the next room. Let Price and Gaz take out the enemies in the next room, and then follow them down into the large cargo hold.



intel

Once you descend the stairs here into the large room, you'll find your second enemy intelligence computer out in the open, in the middle of the floor.

Follow your team as they approach and secure the opposite door. A random enemy can show up in different spots here.

Objective

Cargo Hold Two

This leads to the next cargo hold, which contains a lot more enemies. Move up to the catwalk and use the crates for cover as you fire on the enemies along the opposite catwalk.

Remember to aim down your sights to make targeting these enemies much easier. After you clear the upper area, follow your squad down to clear the rest of the enemies hiding amongst the crates below.

Objective

Cargo Hold Three

When the area is safe, Gaz heads to the next door. Be careful as you approach this door, as there are a few enemies well-covered by crates on the other side. Before you pass in front of the door, wait for your team to flashbang the area, then pick off the enemies while they're stunned.

Enemies hide in just about every nook and cranny in the third cargo hold. Move up and use the set of double crates for cover. Pick off enemies from long range. Whatever you do, don't go charging into the room—the number of enemies can quickly overwhelm you.

Your squad is very effective at neutralizing targets, so if you have trouble eliminating certain enemies, just be patient and someone in your squad should eventually tag the tango for you.

Once the room is clear, head to the rear to find your target: the "package."

Objective

Pick Up the Manifest

It turns out that the package is some sort of nuclear device. There's no time to secure the package, so all you can do is grab the manifest for your team before retreating back to the helicopter.

Walk to the rear of the crate and hold the A Button to grab the manifest. Once you have it, follow Price as he quickly beats a path topside.

Objective

Get Off the Ship

Follow the squad as they make their way back through the second cargo hold. After the explosion, your escape becomes more dire as the ship starts to sink. Slower players may be forced to jump off of the collapsing walkway in the cargo hold.

Follow closely behind your squadmates. Any wrong moves in this section, and you have to restart from the last checkpoint.

Follow the team up the catwalks, and move as fast as you can. Occasionally, you get knocked to a crouching position, but keep moving to stay on Price's tail.

Follow his movements exactly as you weave your way through the hallways and back out the now tipped-over ship.

When you make it outside, the helicopter appears on the right. You have one chance to make it before it's too late. Run to the edge of the ship and hold down the A Button, leaping to the rear of the helicopter.

With a helping hand from Captain Price, you and the team make it out safely.

THE COUP

The Coup level is used for introductory credits and to set up the story. While you can interact during this chapter by looking around, you can do nothing to alter the grisly outcome.

ACT I.1

BLACKOUT

Spec Ops

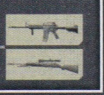
Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Caucasus Mountains, Russia
Time	Day 2: 1:31:00

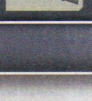
Primary Objective

Work with the 'good' Russians to rescue your informant, Nikolai.

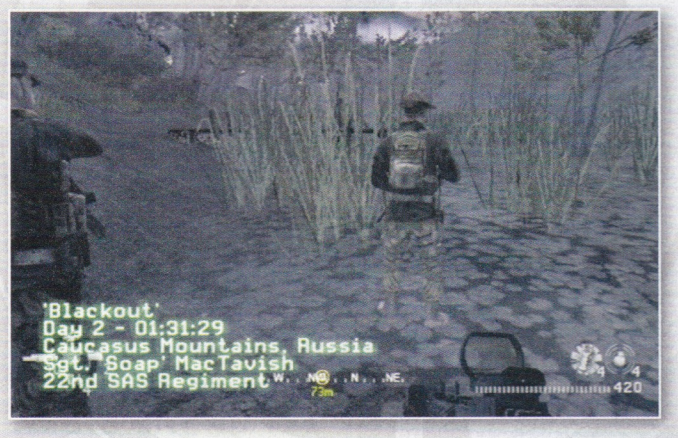
Arcade Mode

Time Limit	20:00
Number of Intel Items	2
Starting Weapons	M4A1 SOPMOD
	M21 Suppressed





Walkthrough



Members of the tyrant Al-Asad's army have captured and are preparing to execute an ally of the British, a former informant named Nikolai. It is your squad's job to head into enemy territory and rescue Nikolai. He still has much information that will be useful to the allies, and as Captain Price says, "We take care of our friends."

After landing at the site in the Caucasus mountains, follow Gaz and Price as they proceed up the river.

Objective

Eliminate the Outer Guard Posts

As you approach a hut to your left, there is an enemy smoking a cigarette at the end of the dock. Wait for Captain Price to call "weapons free" before you eliminate him with a head shot from your M21 Suppressed.

Near the truck another enemy will likely be alerted by the death of his comrade, sending him running to the dock. Take him out before he can get too close.

M21 Suppressed

The M21 Suppressed is one of the few sniper rifles you can employ in *Call of Duty: Modern Warfare Reflex Edition*. Luckily, it's an absolutely superb long-range rifle. The scope allows you to fire accurate shots at extremely long distances.

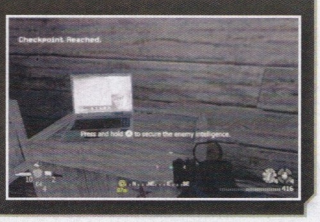
Don't forget that you can hold the **Sprint** button to hold your breath when you aim and fire the sniper rifle, which enables a steadier shot.

The silencer doesn't completely eliminate the gun's report, but it does enough to alert only nearby enemies when you fire.

Before you follow Gaz and Price to the shack, switch to the M4A1 rifle. Hang back and wait for Price to toss a flashbang into the shack. When he does, move in and take out the stunned enemies before they can recover.

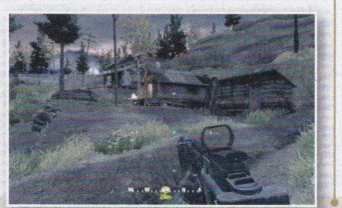
intel

The first shack contains an enemy intelligence laptop on the crate in the corner.



Now jump through the window and follow your squad leader as he approaches the bridge to the northwest.

After you cross under the bridge, there is a set of shacks to your right. Stay close behind Price. When he instructs you to plant claymores in front of the door, do so by holding down Left on the D-Pad and pushing right with the Nunchuck.



The ideal place to plant the claymore is just in front of the door, so that the enemy is sure to set it off when he runs outside. Just be sure you don't cross in front of the doorway until after the claymore has been planted. Now move in front of the door to get the enemy's attention. Then quickly retreat behind cover near Gaz and Price.

If all goes well, the enemy should follow you and set off the claymore. Price and Gaz should be able to pick off the additional enemies as they hastily exit their outposts.

The enemies in these outposts are armed with AK-47s and MP5s. If you like either of these weapons better than the M4A1, feel free to loot one from a fallen foe.

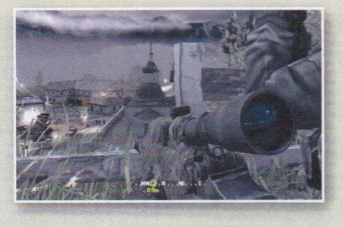
Objective

Meet the Russian Loyalists in the Field

With the first objective complete, Price is ready to locate the Russian loyalists. Follow him as he proceeds through the farmhouse, out into the field. There, you smell Kamarov before you can see him.

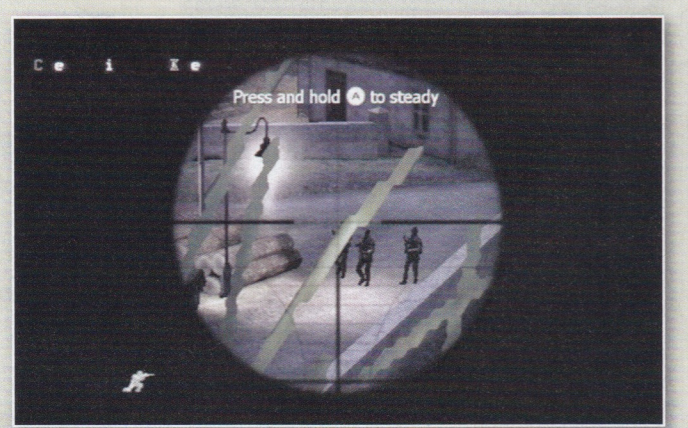
Kamarov tells Price about some BM21s his people need to take out before they can proceed to rescue Nikolai. Price reluctantly agrees, and your squad has a new objective.

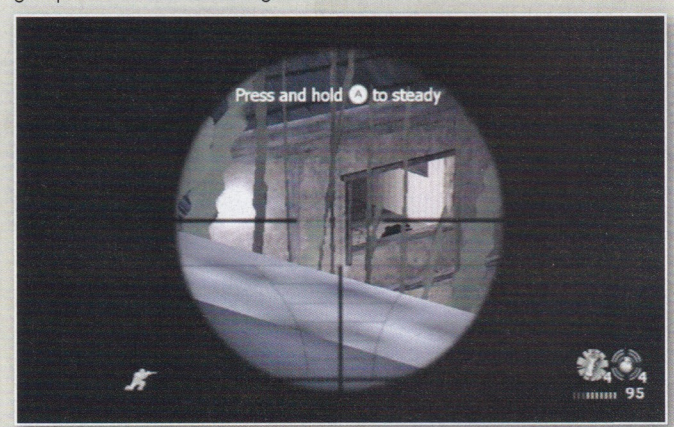
Provide Sniper Support from the Road



Kamarov leads you up a hill where you can see the rocket launchers he mentioned earlier. Switch to the M21 rifle as you come up over the ridge, and wait for your orders.

Stand in the gap on the fence between Price and Kamarov and take a peek through scope at the village below. Once Kamarov issues the order to commence the attack, open fire with your sniper rifle on the groups of enemies attacking Kamarov's men.





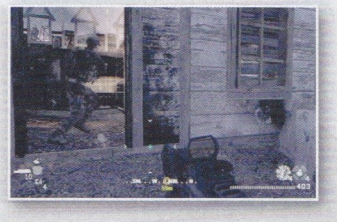
The enemy sets up two heavy machine gunners in a window below. Use your sniper rifle to first take out the gunner on which you can draw a bead. Nail the second one through the wall by estimating his position based on the machinegun barrel's location.

Shortly after you take down both gunners, enemy helicopters arrive to provide reinforcements.

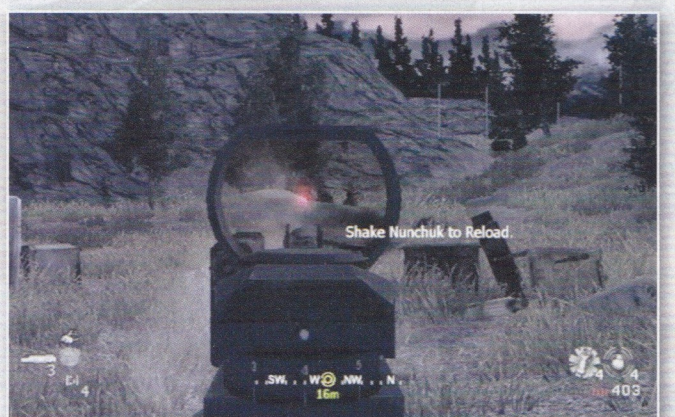
Objective

Cut off Enemy Reinforcements at the Power Station

Follow Gaz and Price through the burned-out building. When you reach the open field, take position behind some cover and switch back to the M1A1 rifle.



Don't move too far up. The best cover in this area is the behind the large boulder that Kamarov uses for cover. This should keep you out of the enemy's line of fire, allowing you to use the M1A1's grenade launcher to rain down hell on the quickly advancing enemy.



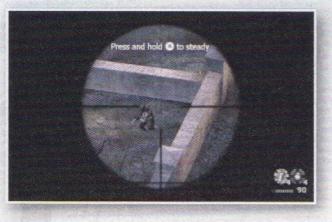
Once you thin out the enemies with your grenade launcher, switch back to the M21 to finish off any survivors. When the area looks clear, move forward to the demolished car in the middle of the field.

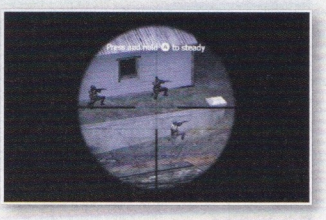
A second wave of enemies now attacks from above. Stick to your mid-range weapon and pick off the enemies. Be careful of any grenades that drop down your way; either run away from them or toss them back at the enemy.

Objective

Provide Sniper Support from the Cliff Above Town

When you clear the reinforcements, Kamarov requests additional sniper support for his men. Head to the opening in the fence on the right, and switch to the M21. Use the sniper scope to pick off any enemies you can see attacking from below.





The enemies are charging up the road to the northeast, while Kamarov's men remain holed-up in an alley to the east. Pick off the enemies firing from the building directly below you and any others advancing through the town from the northeast.

Objective

Follow Kamarov to the Power Station

After taking out about a dozen enemies, Kamarov agrees to move on and asks your team to follow him to the power station. When you reach the station, Gaz snaps when Kamarov requests more sniper help.

After a bit of roughing up, Kamarov tells Gaz that Nikolai is in a house at the northeast corner of the town.

Objective

Rappel Down from the Power Station

Gaz sets up some rappel lines. Approach the glowing line and hold the **Use** button to rappel down the side of the power station.

Proceed forward, use the concrete wall for cover, and pick off any enemies that are out in the open in the courtyard.

Objective

Rescue the Informant

When the outside area is clear, follow Gaz and Price as they approach the house to the northeast. Watch out for additional enemies firing from doorways and windows in the buildings around you.

Follow Gaz and Price as they breach the northeast building. When you enter, keep your eye on the far door as a couple enemies barge through, trying to get the jump on your men. Dispose of them with your full-auto weapon and continue into the hallway beyond.

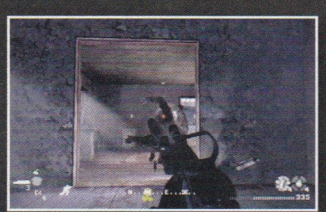
This building is absolutely full of enemies, so be careful as you peek your head into new rooms. Stay behind cover, and make sure you don't get too far ahead of Gaz and Price.

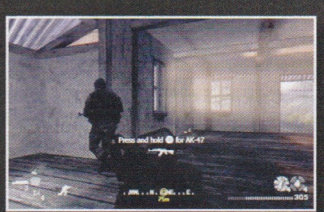
AN ALTERNATE ROUTE

If you prefer to get through this section without going through the fairly dangerous courtyard, you can head through the set of houses on your right.

Carefully approach these buildings, and you can take out the separatists in a smaller space without having to worry about them hiding behind cover.

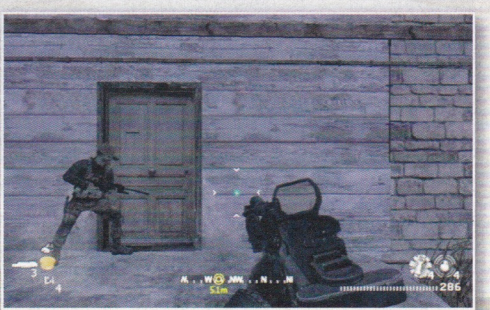
Be cautious though, as the tangos quickly identify your presence and turn to fire at you. Use some flashbangs and frag grenades to loosen them up before you charge through.





Once you clear the houses in this area, you discover Nikolai has been moved. Price orders you up the hill to try to save Nikolai before it's too late.

When you reach the house at the top of the hill, Price orders Gaz to cut the power to the house. Follow Price to cover the front door. Wait for Gaz to give you the go, and then press left on the D-Pad and up on the Nunchuck to put on your night vision goggles.



Head inside—the enemies can't see anything. As you move through the house, pick them off with single shots from a silenced weapon. When you reach the building's second floor, watch out for the enemy firing wildly in the dark. Let Price dispose of him while you stay behind cover.

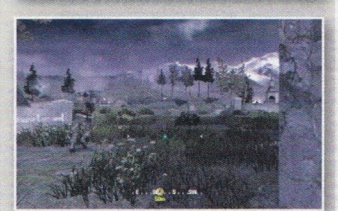
Continue around the bend, and Gaz joins you from outside. In the next room, Nikolai is sitting against a wall. Don't go charging in yet; an enemy armed with a flashlight emerges, and you must take him down before you proceed inside.

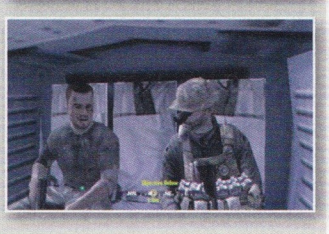
intel

You can find the second intel laptop for the level in the bathroom on the second floor, just next to the toilet.

Objective

Get Nikolai to the Helicopter





Once Nikolai is revived, he grabs an AK74u. You must now make it back to your exit point in one piece. Follow Price to the helicopter drop point. When you arrive, the mission is complete with Nikolai safe and sound.

ACT I.2

CHARLIE DON'T SURF

U.S. Forces

Soldier	Paul Jackson
Rank	Sergeant
Division	1st Force Recon
Location	The Middle East
Time	Day 2: 13:45:00

Primary Objective

Search for Al-Asad.

Arcade Mode

Time Limit	15:00
Number of Intel Items	3
Starting Weapons	M4A1
	M9

Walkthrough

Objective

Get into Position and Breach the HQ Building

While your previous missions have been in the role of a British agent, you now switch temporarily to play as Sgt. Paul Jackson as his squad moves in on Al-Asad in his home city.

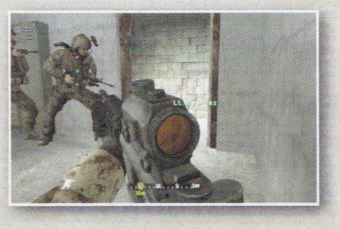
Your mission is to infiltrate this enemy town and secure a building from which U.S. Intelligence believes Al-Asad is broadcasting his speech.

Follow your squadmates as they move forward to the target building.

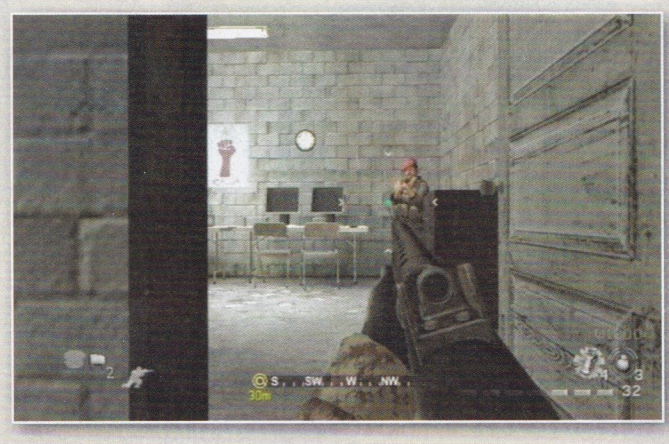
Objective

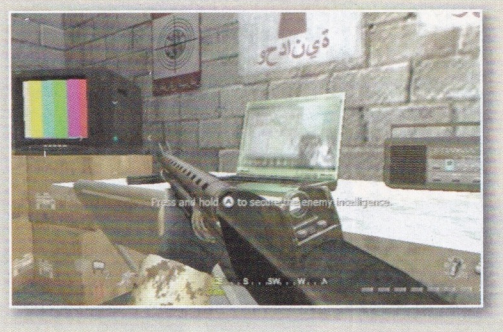
Search the HQ Building for Khaled Al-Asad

Wait for Lt. Vasquez to blow the door, and the team clears the first room. If you want a second automatic weapon in exchange for your M9 pistol, you can pick up an AK-47 from the dead soldiers in this first room.



The lieutenant orders you to take point, so descend the stairs and carefully peek into the basement. Several enemies are here, and they're already alerted to your presence thanks to your noisy entrance. Pick them off using the edge of the doorway as cover.



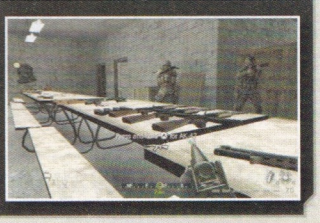


Be cautious as you move forward, as there are tangos waiting for you to step into their line of fire both to the left and to the right.

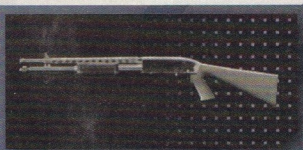
After the enemies stop flowing into the main basement room, check out the table in the middle of the room for the W1200 shotgun, extra AK-47 ammo, and flashbang grenades.

intel

The first piece of intel on this level is located in the room just off to the left.

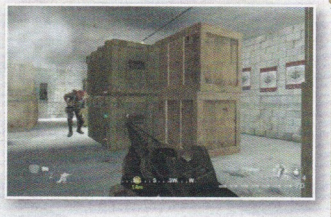


W1200 Shotgun



The W1200 shotgun is an extremely powerful weapon for clearing confined spaces, and it's an ideal companion to a longer-range rifle, such as the M4A1.

It's a pump-action shotgun, so there is a significant delay between each shot. But each shell you fire is extremely powerful and does not have to be perfectly aimed to take down an enemy, even on the harder difficulties. Don't bother aiming down the sights with this gun, as it is nearly as accurate from the hip. Just be sure to avoid using it if an enemy is 20 or more feet away from your position.



Now, carefully approach the white door. Follow the Lieutenant's orders and toss a flashbang inside. Let your squadmates move forward and take out the stunned enemies for you.

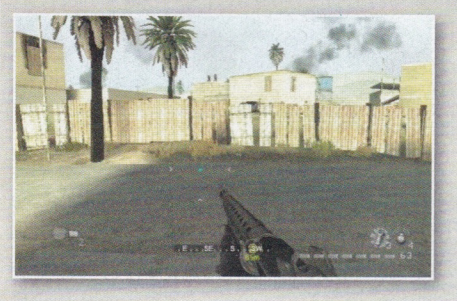
Clear out all opposing forces in the living quarters down here, and the building is clear...no sign of Al-Asad.

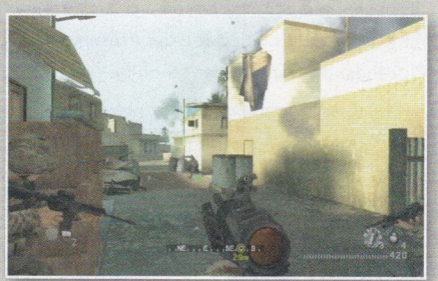
Objective

Regroup with 1st Squad

Grab any weapons you want to keep in the basement—you can find the unusual AK-74u in the back room of the sleeping quarters. Then head back upstaris to the outside the building.

Follow Lt. Vasquez as he makes his way back to your landing point. As soon as you cross the razor wire line, quickly find some cover before the enemies converge and attack your position from both the east and the south.





Objective

Make Your Way to the TV Station

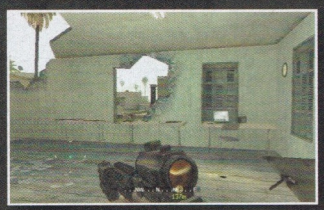
Stay behind cover and edge your way up to the east. Be very careful of aggressive enemies attacking from the alleyways to the south.

intel

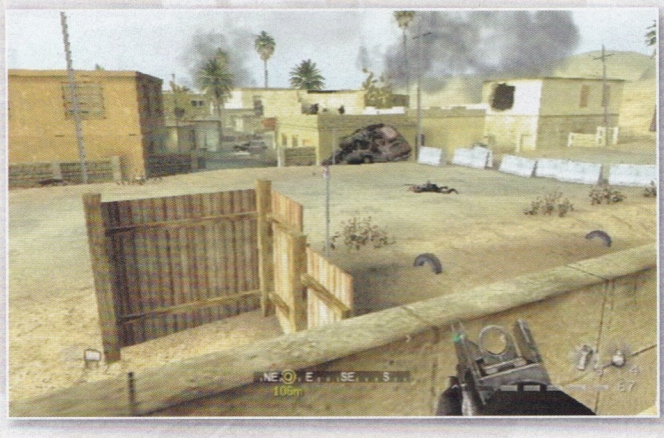
There's a hard-to-find piece of intel in this maze of alleys. Clear the area of enemies. Just before you reach the road to take on the roving truck and machine gunner, head to this area's southernmost corner.

If you have trouble finding the door, Find the piece of road that has several tires half-embedded into the ground on each side. Stand in the middle of the tires and face west. Then walk forward and turn left at the first turn. The building in question is the first one straight ahead.

The building you seek has an open door with a red Al-Asad symbol painted next to it. Enter and climb the stairs. The intel laptop is on a desk in here. The TV broadcasting Al-Asad's speech is on the left.



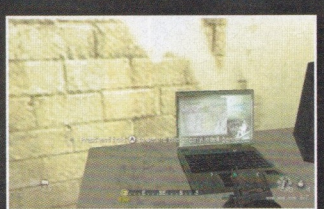
When the enemy fire dies down, follow Vasquez as he charges through the street to the east. Watch out for a pickup truck as you approach the concrete walls. There's a machine gunner on the back to eliminate when the truck faces away from you.



Once you take care of the truck, continue to the east, but watch for several enemies on the second floor of a blown-out building to your right. One of them has an RPG, so take him down before he opens up on your team.

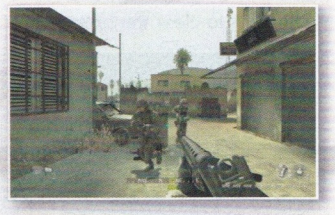
intel

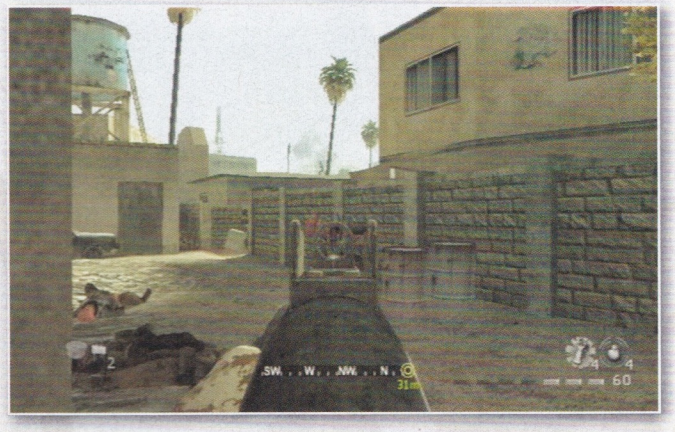
The blown-out building on the right has a piece of intel at the top of the stairs. Continue forward down the alley to gain access to a staircase that brings you straight to the top.



As you continue to the east, stay low as more enemies approach and attack your group. Use the barrels for cover, but watch for the flaming cars. If a car catches fire, it could blow at any second!

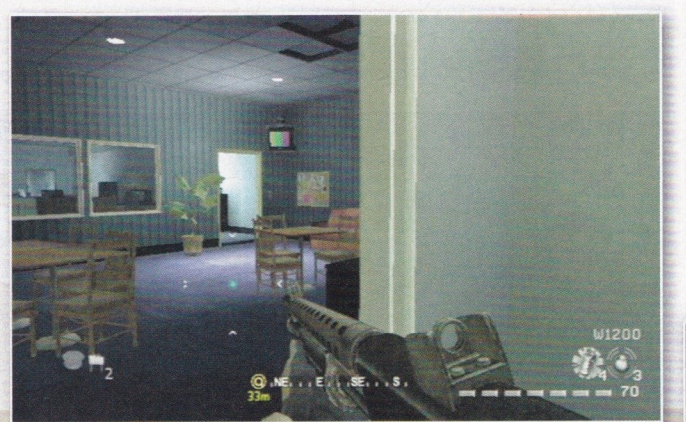
As you continue east, you eventually hit a dead-end and must proceed to the north. Take cover behind the wall opening up into the northern courtyard, and pick off any enemies before you advance.





Once you clear out the courtyard and move on to the next level, the TV station is in sight and several soldier reinforcements join in to help raid the station.

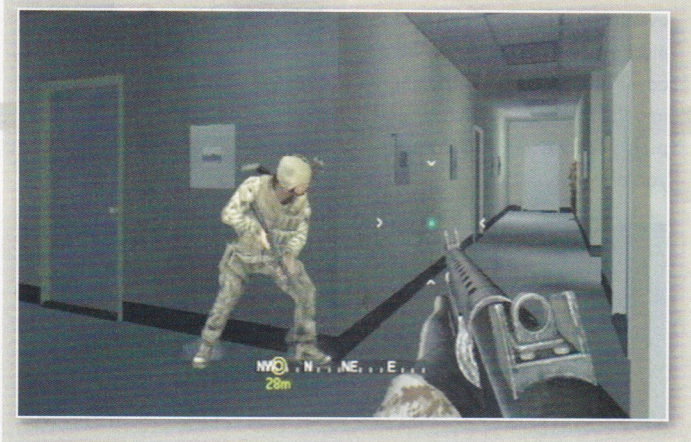
The U.S. already has the station locked down. Follow the soldiers to the eastern door as they prepare to breach it.



Objective

Make Your Way to the Second Floor

After Vasquez breaches the door, follow him into the next room. There aren't many enemies here. But be careful to stay back as your squad continues to clear the bottom floor room by room.

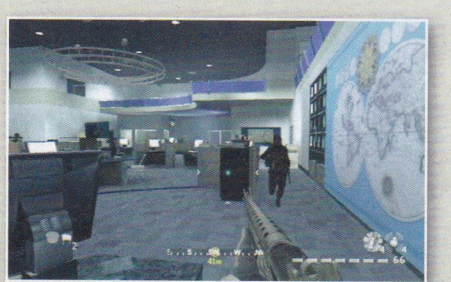


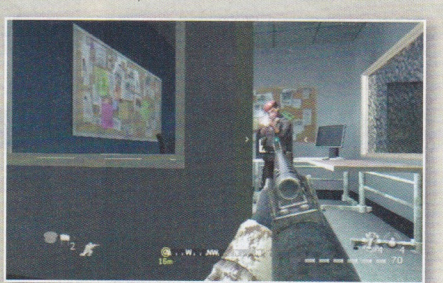
The first area is a control room. It may look clear at first, but several enemies hide just beyond. Watch out for flashbangs, and hang back as far as you can behind cover to avoid taking damage from the enemies. Pick them off as they try to move in on your team.

After you clear the first set of smaller control rooms, the team moves into the main TV station work area. This place is a nightmare completely filled with resistance, but the enemies won't show their faces until you start moving forward in the area.

Enemies hide in each of the rooms around the office, and several attack down from the second floor. Find a good place for cover and inch forward as you clear out enemies, thinning their suppressing fire.

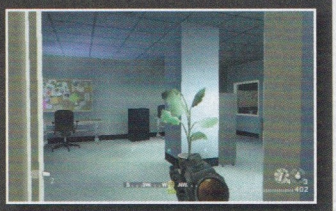
An enemy toting an RPG is on the second floor to the left. He qualifies as your primary target as you clear this room.





OFFICE SPACE

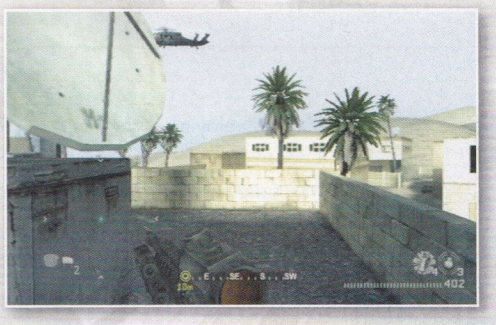
Instead of plowing your way through the center of the TV station's main control room, you can head off to your left. A series of offices provides cover from most enemy attackers, especially those on the second floor.



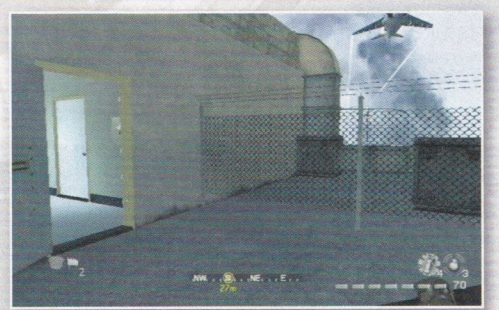
Watch out though, because these offices are full of enemies. Use a nice room-clearing, short-range weapon. Luckily, a W1200 shotgun leans against a cubicle just as you enter the main TV control room.

Carefully make your way through these offices, using the windows that peer into the main room to assault the enemies out there. Don't rush; try to take your time. Make sure you cleared out all enemies in your line of sight before you move to another window.

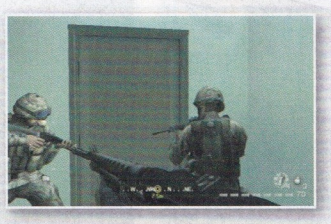
By far, this is the most difficult firefight you have encountered yet. Try to stay low and behind cover. Your top priority is to stay alive rather than kill enemies. Also, keep your eyes open for the grenade indicator. If you see a grenade drop near you, either toss it back or get the heck away!



If you can survive for a few minutes, you eventually get the "All clear" from Vasquez.



Follow Vasquez through the large double doors at the back of the control room. The doors open into a large, glass, circular room. Your squad meets up with more soldiers, and new orders are given to continue the search for Al-Asad.



Objective

Search the TV Station for Khaled Al-Asad

STAY FROSTY

When Vasquez tells you to "Stay Frosty," he means to keep cool and stay alert.

Follow the rest of the squad up through the TV station. You can ignore the enemies firing outside, as they don't have line of sight on your party.

After you go up two more floors, you come to a dead-end corridor. The soldiers blow the door's hinges and burst into the television recording studio.

Unfortunately, Nikolai was right. Al-Asad was aware of the push from the U.S. forces and evacuated the city before they arrived. The speech being broadcast throughout the city was only a recording.

ACT 1.3

THE BOG

U.S. Forces

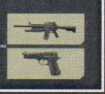
Soldier	Paul Jackson
Rank	Sergeant
Division	1st Force Recon
Location	The Middle East
Time	Day 3: 05:12:59

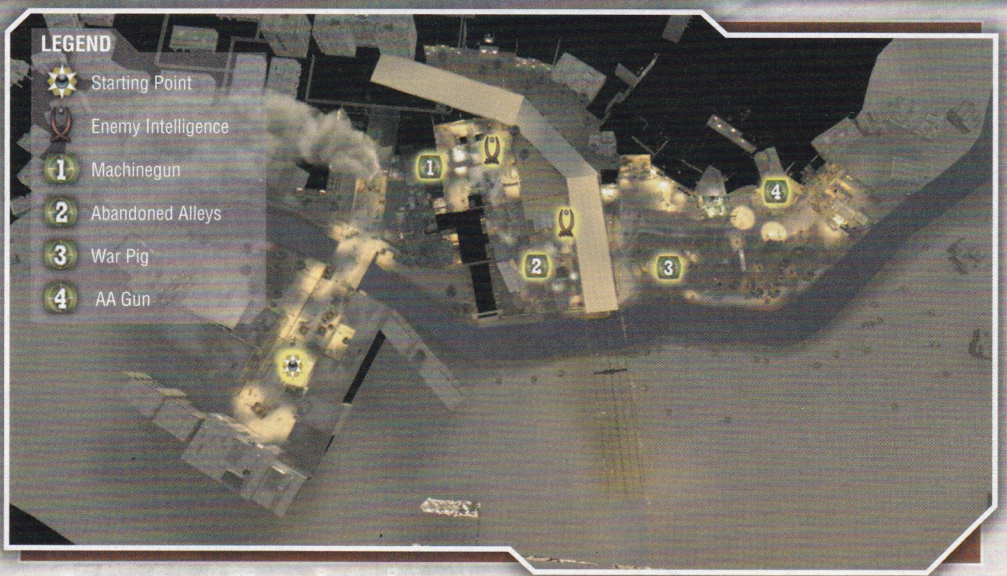
Primary Objective

Break through the enemy lines to find the stranded Abrams tank.

Arcade Mode

Time Limit	13:00
Number of Intel Items	2
Starting Weapons	M4A1 Grenadier
	M9

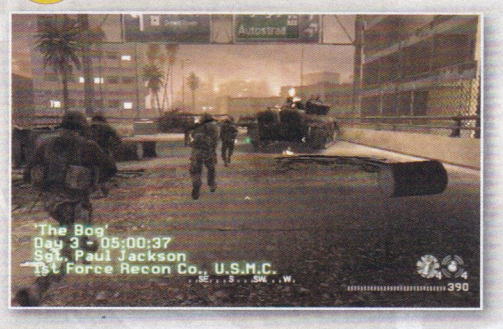


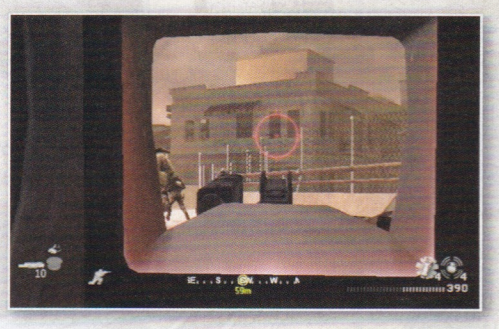


WALKTHROUGH

Objective

Eliminate Enemy Forces in the Apartment





After redeploying in the city, it doesn't take long before your squad encounters enemy resistance. Stay low as you move down the street, using the debris on the bridge for cover.

advanced intel

Arming Up

As you move up the street here, a couple of fallen allies are off to the right, next to a blown-up vehicle. You can find a W1200 shotgun as well as some extra M4A1 ammunition on one of the bodies.

You do a lot of room clearing in this level, so it's smart to grab the shotgun in exchange for your pistol.

When you get close to the road's end, stick to the right side of the street and follow Vasquez through the hole in the chain-link fence.

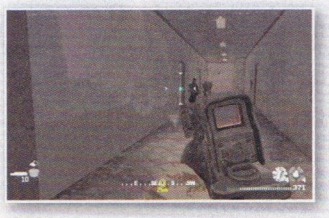
As you descend the stairs, Vasquez orders you to use your night vision. Night vision is key in this next area, so be sure to follow the order and equip it before moving forward.

Carefully proceed into the house after the other soldiers. Stay crouched as you move through the house to avoid getting killed by any enemies camped in the area.

There are a couple of tangos on the bottom floor. Eliminate them while you continue forward and to the right. You can use the staircase on the north end of the hallway after you clear the area.

As you approach the stairs, an enemy jumps Roycewicz, your point man. Take down the enemy with your rifle before he kills Roycewicz.

When you hit the second floor, there are several tangos lined up in a row. Eliminate all of them before you move down the corridor.



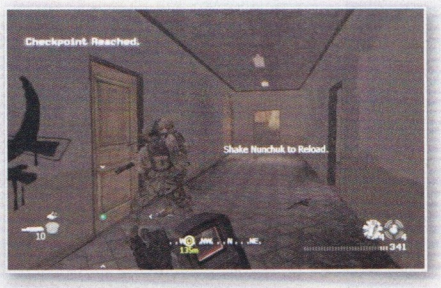
A large group of enemies assaults your allies from the end of the hall. Help your squadmates clear the room. There's a heavy machinegun mounted in the corner to the north of this room. Stay low and press the **Use** button to operate the gun, clearing all the enemies in the apartment to the north.

Before you leave this area, you may wish to grab two weapons for later in the mission. One is the SVD, a respectable sniper rifle. The other is an RPG, which can come in handy when you encounter machinegun nests and enemy vehicles.

SVD

The SVD is a deadly weapon. It's powerful, and it has a large clip and relatively quick reload time. We recommend saving it for enemies at long range because it's almost impossible to aim accurately when you fire it from the hip.

The SVD is a popular sniper rifle among the opposing forces you encounter in *the game*. You load out with a sniper rifle on only a few levels, so if you like using them, then the SVD is a great option when you can claim one from a neutralized tango.



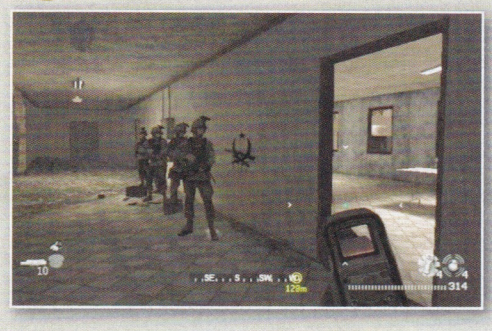
With the exterior resistance in the apartments gone, follow Rocyewicz as he clears the remaining rooms.

intel

After you're done manning the MG, Roycewicz clears out two rooms. The first room he clears contains a piece of intel.

Objective

Secure the M1A2 Abrams Tank Stranded in the Bog



Follow your teammates downstairs to the bottom of the apartment building. The enemy has formed a huge resistance on the street, just on the other side to the west. The safest option here is to hang back and use an SVD or the M4A1 to pick off the enemies from the windows.

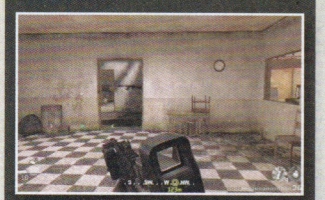
If you take some hits from enemy fire, immediately take to the floor by pressing the **Crouch** button. Wait to recover before you rejoin the fight with your team.

Once you thin out the enemy, take a step out the front door into the street—your squad moves up with you.

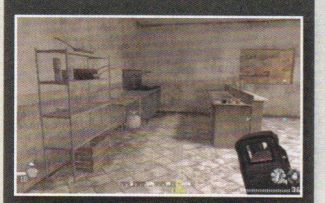
After you clear the main fighting area, enemy reinforcements show up on the highway overpass. These new foes down your Javelin operator, so you must find the Javelin and use it to demolish the quickly approaching enemy tanks.

OORAH

If you don't like hanging out in windows waiting for the enemy to bring the fight to you, choose the more dangerous and challenging route, charging ahead and taking the fight to them.



Instead of camping in a window and picking off enemies, move to the leftmost door that exits out into the street.



You can use a series of buildings just ahead to left-flank the enemy, taking them out without worrying about them hiding behind cover.

As soon as you enter the first building, clear the room. Then climb the stairs. The opposing soldiers on this floor should be unaware of your presence as you emerge. Wipe them out, and use the superior vantage point to kill all the enemies in the square.

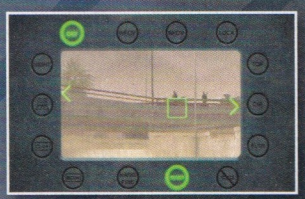
Objective

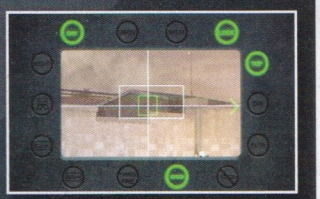
Get the Javelin

Use the compass to locate the Javelin. It's in the middle of the street on the lower level. Switch to whichever weapon you use the least, and hold the **Use** button to pick up the Javelin. If you wish, you can come back later to retrieve the weapon you drop.

JAVELIN

The Javelin is one of the coolest weapons to appear in any shooter. It is a fully automated tank-killing missile weapon. To use the Javelin, simply hold the **Aim Down Sight** button. You then enter aiming mode.





Aiming mode couldn't be easier to use. Green squares indicate nearby enemy targets. The blinking white rectangle, which appears when a green target is placed near the center of the screen, indicates the lock-on area. To fire the Javelin, hold a green target square within the center of the screen long enough to get a full lock-on indication from the weapon. The blinking crosshair and consecutive beeps indicate a target lock.

The Javelin doesn't let you fire until you have a lock *and* you have enough room to fire a missile. When you fire, the missile goes straight up into the air before it charges down on the target. Because of this unusual trajectory, you must be outdoors in an open area to use the weapon.

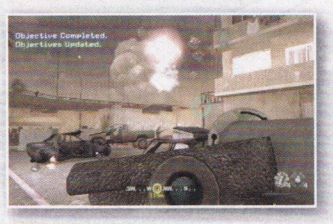
Objective

Destroy the Armored Vehicles on the Overpass

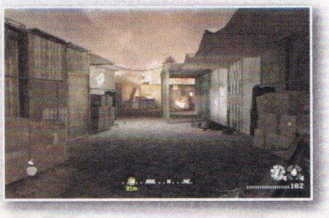
You should have enough room to use the Javelin in the middle of the street. Make sure you have about 100 feet launching distance in front of you and there are no obstructions overhead.

Target the four approaching tanks and fire away with the Javelin. If you manage to get off a shot, it's impossible to miss a tank. You have to destroy only two to complete the objective.

When the tanks are smoldering, switch back to the secondary weapon you dropped to replace the Javelin. You don't need the Javelin for the rest of the level.



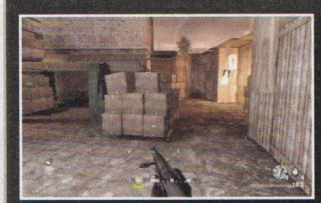
Follow your squad as they charge through a chain-link fence to the west—follow your compass if you're lost.



The abandoned alleyways here are enemy-free, but keep your cool and make sure you stay close to Vasquez.

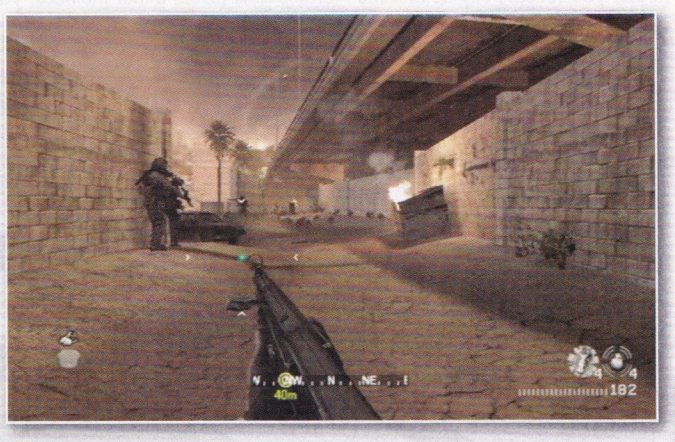
Intel

The second and final intel laptop for this level lies in these abandoned alleys. Finding it isn't easy, though. Proceed to the alley's northeast corner. There, you should see a clothing rack and a couple of crookedly mounted propaganda posters. There is a stack of cardboard boxes just to the left of the posters. The laptop is behind the cardboard boxes on the ground.



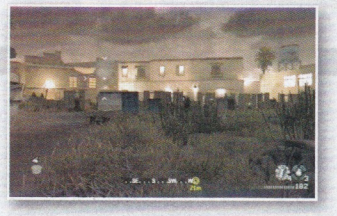
Objective

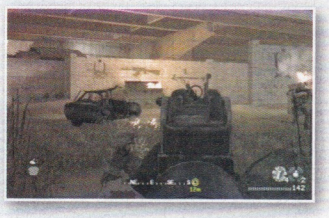
Intercept the Enemy Before They Overrun the Tank



The tank is at the end of this alleyway, disabled in the bog. The enemy approaches quickly from the west. Find a strong position and make sure the enemies don't get too close to the tank, especially the ones armed with RPGs.

This is a very difficult section of the game, as you have to hold off enemies approaching from two different directions: the south and the west.





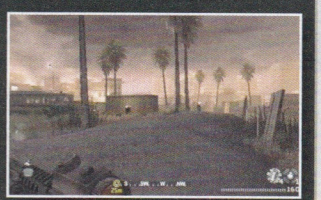
Most of the enemies approach from the south, but you can't ignore those charging from the west lest they overrun the tank.

On easier difficulties, you can simply find a good cover spot and fend off all the enemies approaching from both the west and the south. The enemies approach from the south first. After you have killed a number, Vasquez warns you of enemies attacking from the west. Find cover from incoming southern fire and change your defensive position to face south. If you have trouble with this sequence, there's a trick to make it a lot easier—check out the "Shock and Awe" Advanced Intel below.

advanced intel

Shock and Awe

Instead of trying to defend the tank by taking cover near it, charge up the western enemy assault. Kill the western resistance, advancing on them as quickly as you can. You must do this quickly to prevent the tank from getting overwhelmed from the south.



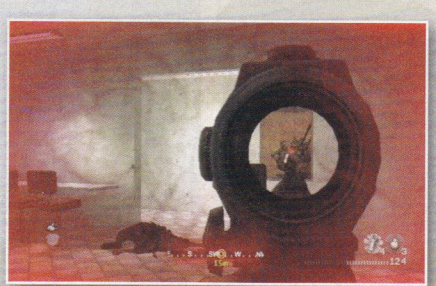
Now keep heading west, ignoring Vasquez's orders to stay near the tank. If you push onward quickly, you can trigger a script that ends the assault on the tank. You know you are successful when you start getting radio transmissions. This is a little cheesy but, on the harder difficulties, you need every shortcut you can find to survive a tough section!

After you successfully defend the Abrams tank (using either method), your air support radios in that they can't come and help due to anti-aircraft weaponry in the area.

Objective

Destroy the ZPU Anti-Aircraft Gun

Move through the shanty village to the west. It's smart to stay along the edge, and you can get the drop on a few enemies in this area. It takes a bit longer to get through the section, but it's much safer, as Vasquez tends to draw most of the fire in his direction.



Once you make it through the shanty defenses, the anti-aircraft gun is behind a fence to the south. Pick off the gunner manning the weapon, and then move to find the door around the corner to the left.

Charge forward, but note that two enemies sometimes spawn when you enter the ZPU area. When you get near the gun, you should see a glowing yellow spot for planting C4. Hold the A Button to plant the C4. Exit the way you came in. When you reach a safe distance, activate the C4 transmitter to blow the gun.

If you accidentally switch weapons before activating the C4, you can reselect the C4 trigger by selecting C4 in your inventory.

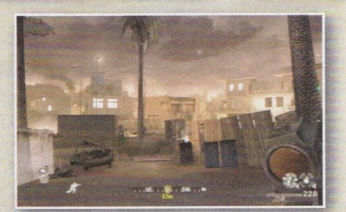
Objective

Plant the IR Beacon to Signal Air Support

Now that the ZPU anti-aircraft gun is down, you must plant an IR beacon to call in air support. The beacon you must activate is on the ground across the shanty town to the west.

The beacon looks like a large yellow compass on the ground. Stay low to avoid enemy fire, and press the **Use** button when you reach the beacon to call in the cavalry.

All you have to do is stay behind cover and let your whirlybirds do the rest.



Objective

Regroup with the Squad at the Tank

After the helicopters clear out the building, return to the tank to meet up with your squad.

ACT 1.4

HUNTED

Spec Ops

Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Western Russia
Time	Day 2: 03:02:31

Primary Objective

Shot down in western Russia with Nikolai, evade enemy patrols.

Arcade Mode

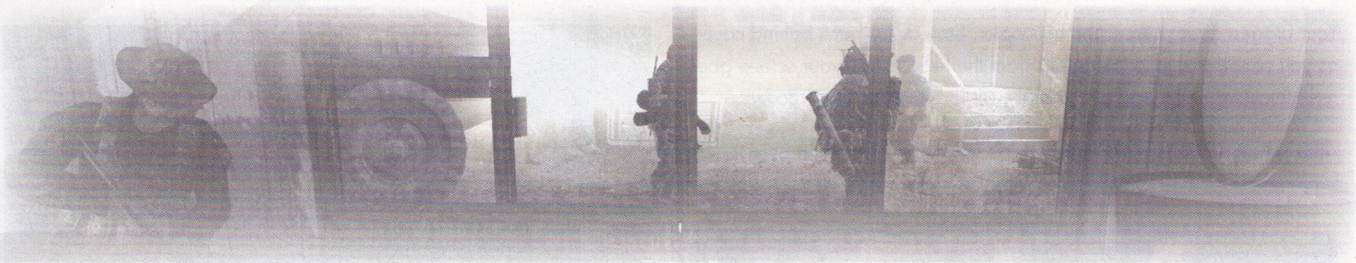
Time Limit	17:00
Number of Intel Items	2
Starting Weapons	M1911 .45

Walkthrough

Now the game returns you to the role of the SAS Operative 'Soap' MacTavish, but things are not going well for the Nikolai rescue op.

After the helicopter crash, follow Price to check on the helicopter pilots. Neither survived, but you can find an MP5, an M4A1, and a G36C among the wreckage here. The MP5 and M4A1 are a classic and effective weapon combination. Pick your two favorite weapons and move up to Price's position.

As you make your way down the path, your team soon approaches a road. Get under the stone bridge to avoid detection.



Gaz takes point as your team moves up to the local village. Follow Price as he opens a door into a building.

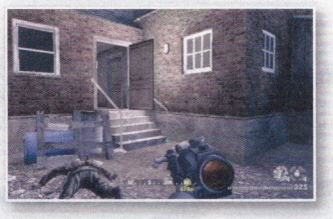
Listen to the enemies on the other side interrogate the farmer for a few seconds. Then Price gives the order neutralize the tangos. There are six outside, more than you can see before you start firing, so be sure to stay behind cover.

advanced intel
Attic Strike

Instead of using the cover of the barn downstairs, climb the stairs when you follow Price into the barn. Upstairs, a window gives you a great vantage point over the area, giving you the drop on surrounding enemies.

Objective
Reach the Extraction Point

After all the enemies in the area have been neutralized, you can move in and grab their weapons. Two were armed with AK-47s, but the soldier that interrogated the farmer had the M1014 shotgun. It's a good weapon for clearing rooms later in the level.



M1014 Combat Shotgun

The M1014 has everything you expect from a combat shotgun: powerful shells that produce critical damage at short range. What you might not expect is how quickly you can unload rounds with this weapon. While it isn't fully automatic, it is an extremely fast semi-automatic weapon that can discharge all its rounds in a few seconds.

The M1014's biggest drawbacks are its lengthy reload time and its lack of potency at mid range and longer. However, if you get jumped by the enemy, you can interrupt a reload midstream by pressing the **Fire** button.

When you're ready, follow your team over the wooden fence to the west and across the farmer's field.

After you cross the first field, a helicopter approaches your squad. It has a spotlight and is looking for your team. To avoid getting spotted, hold the C Button until you are prone. Wait for the helicopter to pass by and Price to give you the go-ahead.

When you make it to the end of the field, the enemy attacks from the northeast. Find some cover and defend carefully while Gaz kicks open the basement door.

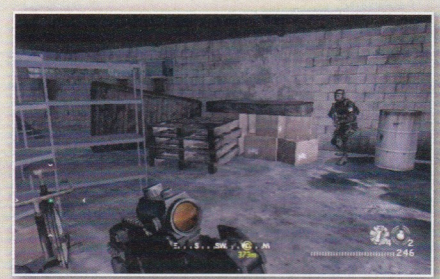
Your biggest threat here is the helicopter. Stay as far back behind cover as you can. If you start taking hits from the helicopter—your screen goes red almost instantly—get prone and wait for your health to recover.

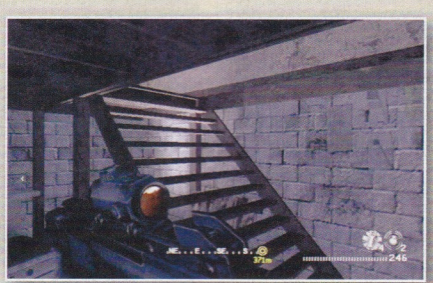
After a few seconds, Gaz opens the door. Crawl or crouch over to the basement door and get inside to safety.

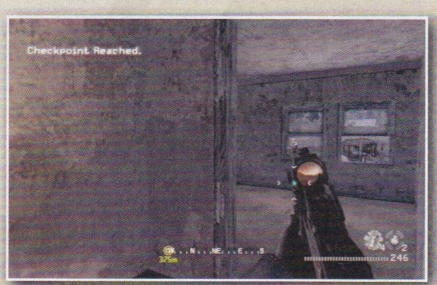
Objective

Find an Exit for Your Squad in the House Above

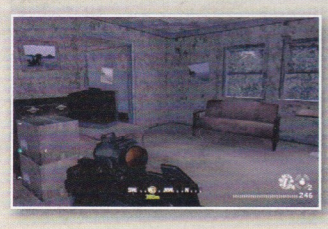
Climb the stairs, but before you move too far ahead, wait for your team to join you. While you're waiting, peek out the window and pick off any enemies hanging around the tractor outside.



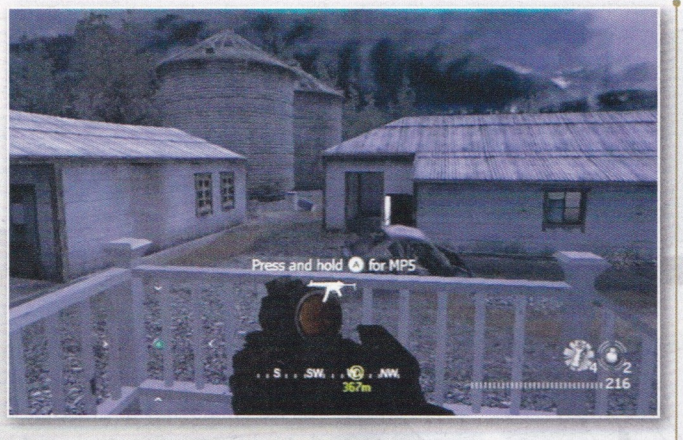




When all of the tangos are down, turn around. Price and the rest should be on the top floor with you now. Move to the next room and look out into the field from which you escaped to carefully pick off the six or so enemies that remain outside.



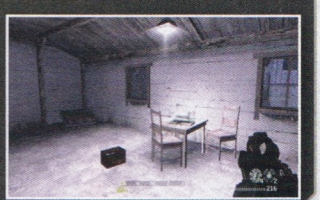
When you clear that outside area, continue through the house. As soon as you step near the next doorway, several soldiers charge into the room. If you grabbed the shotgun earlier, just pound the doorway with shotgun shells. But watch out for the flashbang that comes hurtling in through the window.

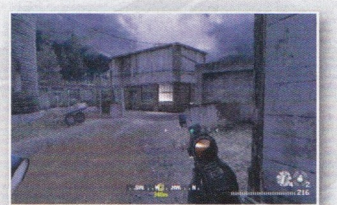


After you stop the house raiders, return outside, where Price notes that the town is too quiet. It's likely a trap.

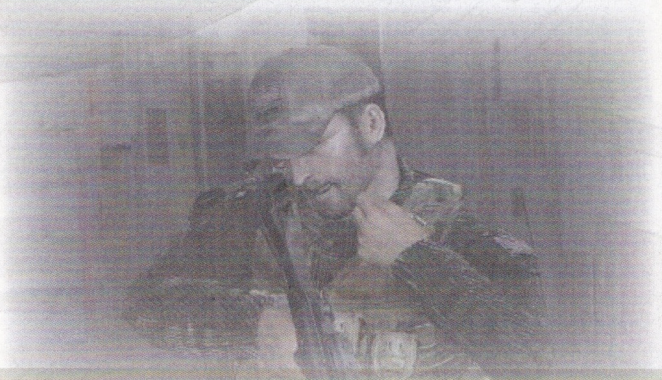
intel

As you exit the house, there's a shack directly to the front and right of your position. Enter the shack to find an intel laptop sitting in the open on a desk.





As your squad moves through the town, several attack dogs jump you.

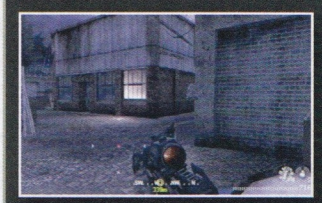


advanced intel

Attack Dogs

Killing dogs may not be something you normally do in a shooter, but in this case it's kill or be killed. The attack dogs in *Call of Duty: Modern Warfare: Reflex Edition* are absolutely vicious. If you fail to take them down before they reach you, they knock you down and tear your throat out.

If you do get knocked down, you can save yourself an otherwise inevitable death. Press the **A** Button just as the dog is about to bite your neck to grab its head and break its neck. The time window you have to do this is affected by the game's difficulty setting.

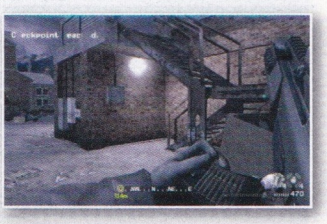


Take down the dogs before they knock you over. Be careful, though; a wave of enemies approaches just after the attack dogs. Find some cover and prepare for a pretty strong enemy offensive.

CORNER BALL

An excellent spot to repel the enemy is the edge of the building to the north, directly opposite the silos. You can pick off enemies as they come charging at your squad. If you get hurt, you can easily duck behind the side of the house for a breather.

Wait for your team to move forward. When they do, proceed to the left around the building. The stairs here give you an excellent vantage point to pick off enemies firing at your companions from behind cover.

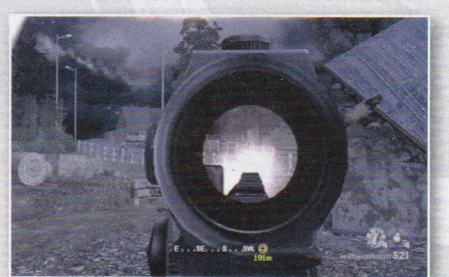


There are roughly a dozen tangos here to neutralize, as well as a dog. When the area is clear, Price leads the team forward, and you should follow closely behind.

Follow Price down into the riverbed until you see the sentries on the bridge ahead. Crouch just behind Captain Price to avoid the helicopter spotlight.

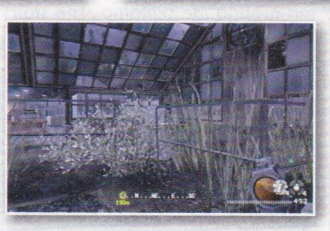
When the spotlight passes, proceed into another farmer's field.

Follow your squad through the field ahead. Your team is likely to get spotted in this section. The trick to surviving the subsequent alert is to sprint toward the field's northwest corner immediately.



As you exit the field, you can see a greenhouse building. Enter this building to get cover from the deadly helicopter; you also tag the game's next checkpoint.

A large force of enemies is on the other side of the greenhouse. Use the doors and windows for cover as you take out the force on the other side. You have protection from the helicopter inside the greenhouse, and you can pick off the enemy in relative safety.



A SPEEDIER SOLUTION

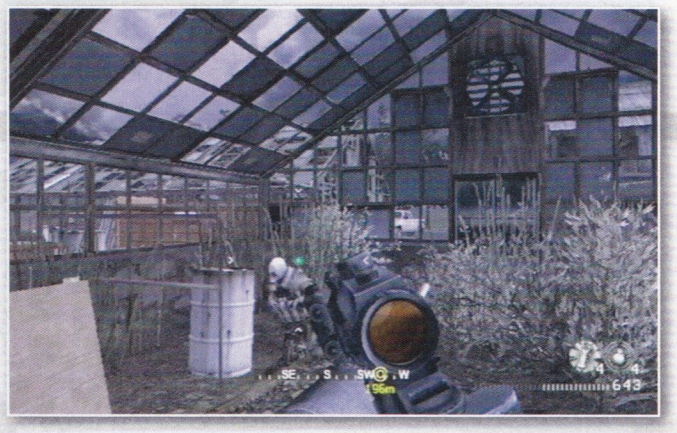
If waiting for the enemy isn't for you, there's a much quicker way to charge through this section. When you first enter the greenhouse, peek through the windows to see the house on the right.

If you slide to the right, you should have a clear shot on any enemies firing from inside the house through the open doorway.

Take them out, sprint to this building's open door, and come out the other side to get a drop on the enemies in the main courtyard area.

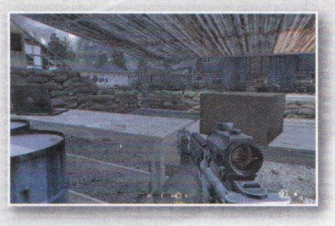
Cut down the tangos here, and then proceed to the next warehouse to the west. The helicopter is here and looking for you, so be very careful not to cross into the helicopter's beam.

When you clear out the first courtyard, your squad moves up to take on the second greenhouse. Here, a half-dozen more enemies occupy the inside. Use some frag grenades to soften the resistance inside, then toss in a flash and knock out any stragglers.



When you clear out the section, the helicopter again becomes a major factor. Stay behind cover to avoid the whirlybird firing on you from the southwest.

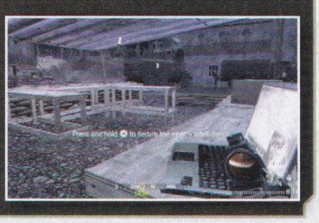
You must take out some enemies here before you can advance toward overhead cover and avoid the helicopter. Use the blown-out building to your left to navigate southwest and pick off enemy resistance.



An area with a ceiling is just on the other side of this blown-up house. Use the ceiling and the sandbags here for cover from the helicopter and enemy infantry. Take down the rest of the tangos firing on your position.

intel

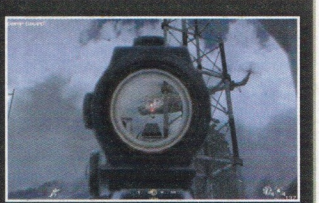
An enemy laptop sits out in the open under the tin ceiling. Grab it when you get a break from the helicopter.



advanced intel

Dead-Eye

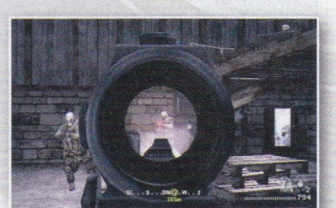
If you want to test your marksmanship, you can take out the gunner inside the helicopter. However, none of your weapons makes this an easy shot at this range. If you fire with short bursts into the helicopter's open door, you can take out the gunner.

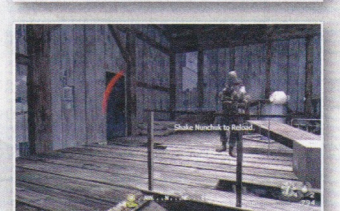


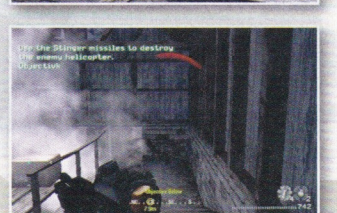
You know you're successful when you see an enemy fall to the ground from the helicopter. Doing this buys you only about 20 seconds before the machine gunner is replaced, so don't lollygag—charge for a building to get away from the chopper.

The helicopter is relentless. The really tricky part is to reach the building on the other side without letting the helicopter get a bead on you. Wait until the helicopter's fire is focused somewhere away from your destination, and use the large trucks for cover.

When you move up to one of the trucks, your squad advances and begins clearing the building, which is filled with enemies. Wait for them to clear the building, and then sprint from the truck to the barn door. When you enter, be careful of any enemies your squad may have missed. Once you're inside, take cover behind the large tractor to the left, and help take out the remaining tangos.







Objective

Use the Stinger Missiles to Destroy the Enemy Helicopter

You find several Stinger missiles in the barn. You can use them to take down that nasty helicopter.

Stinger Missile

The Stinger is a single-use missile weapon designed for taking down aircraft. When you aim down the Stinger's sight, you see a targeting reticule. You must keep the target aircraft in the center of the reticule for approximately three seconds before a lock is established. Once the target is locked, you hear a distinctive set of beeps and the weapon can be fired.

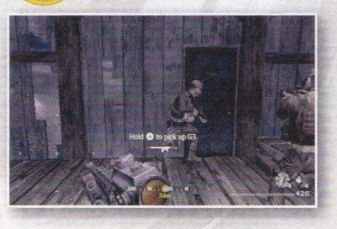
Carefully peek out the barn and use the Stinger to target the helicopter. If the helicopter's gunner gets a bead on you, jump back into the barn and wait a few seconds before you try again.

The helicopter is armed with anti-missile flares, so your first shot misses. Return inside to get a second Stinger. The second shot should hit even if the helicopter manages to deploy its flares.

If you don't hit on the second try, keep trying. Do your best to hit the helicopter as it circles the building to the east. This should give you enough time to get off a shot before the machine gunner spots you and opens fire on your position.

Objective

Follow Captain Price



With the helicopter down, Captain Price leads your squad toward the extraction point. As you come up over the hill, Price calls in air support against the tank squadron waiting for you on the hill. Hang back and wait for your buddies in the sky to clear the way to the extraction point.

Objective

Reach the Extraction Point

After a bit of celebration, pick off any stragglers from the wreck, and follow Price and Gaz as they head down the road.

ACT 1.5

DEATH FROM ABOVE

U.S. Forces

Soldier	Unknown
Rank	Thermal Imaging TV Operator
Division	AC-130H Spectre Gunship
Location	Western Russia
Time	Day 2: 04:20:31

Primary Objective

Protect Captain Price and the Spec Ops using an AC-130 gunship.

Arcade Mode

Time Limit	13:00
Number of Intel Items	0
Starting Weapons	None

Walkthrough

Provide AC-130 Air Support for Friendly Ground Units

This level is a unique experience. You take over as the TV operator for a Spectre AC-130 gunship. In this mission, your responsibility is to target and eliminate any resistance Captain Price, 'Soap,' and Gaz encounter as they move through each village. To change the contrast of the Television image tap the A Button.

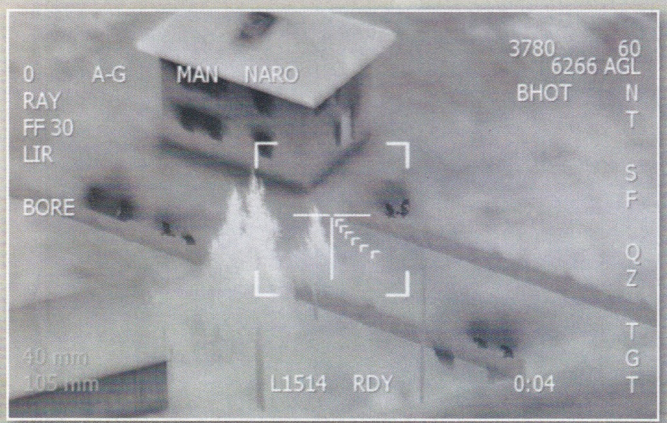
To switch between using the Wii Pointer and the nunchuck analog stick for controlling the camera screen, tap Left on the D-pad.

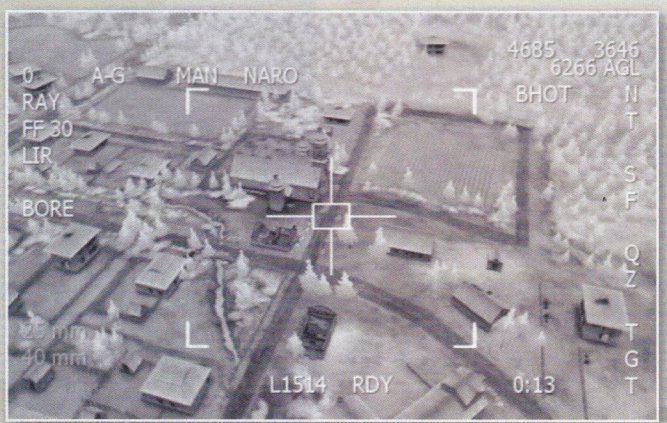
Objective

The Church

As the mission opens, try to locate the church on your video screen. Avoid hitting the church once your guns are free. A hit on the church results in an instant fail for the mission. Any damage at all, including minimal splash damage, results in a mission failure.

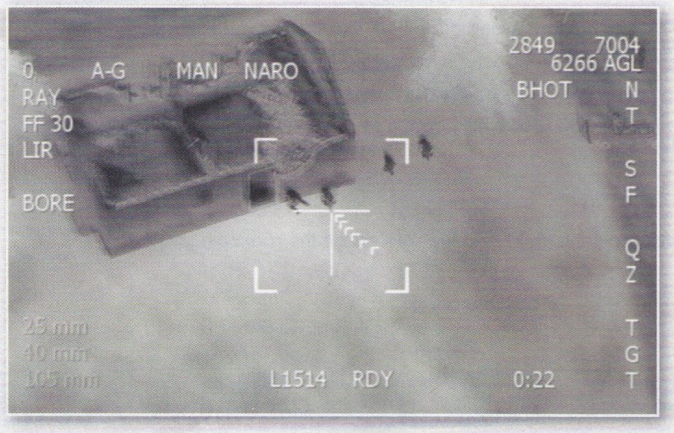
Wait for the radio operator to give you the weapons free signal. Then open up with the 105mm cannon on the truck in front of the church. From there, switch to the 40mm cannon and start picking off groups of enemies that appear below.

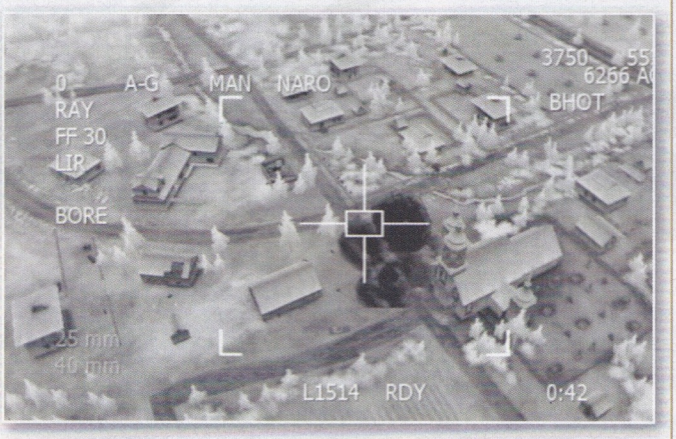




For now, continue firing on any people you see outdoors, as they are all considered enemies. As you circle around, you should have the chance to take out several more tangos.

You should also see a group of people that are white and flashing. These are the members of Price's squad. You absolutely must keep all fire away from them. The 40mm and 105mm cannons are extremely powerful and can take down an entire squad with one stray shot.



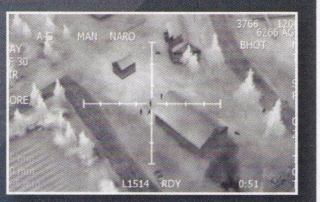


AC-130H Spectre Gunship

As the gunship's TV operator, it's your job to call out shots, find and target the enemy. Your navigator and pilot help you figure out which targets you should focus on, but the most important thing to understand is using the right weapon for the situation. You can switch between the gunships weapons by tapping Right on the D-Pad.

150mm Cannon

The 150mm is the most powerful cannon on the gunship. It can devastate a huge area, completely wiping out enemy vehicles and large groups of soldiers. One of this weapon's drawbacks is the danger of firing it when friendly forces are anywhere near your target. Doing so is extremely risky, as the carnage it causes is nearly uncontrollable. This gun's reload time is also significant.



The 150mm offers the best mode for finding new targets; it gives you the widest view of the terrain.

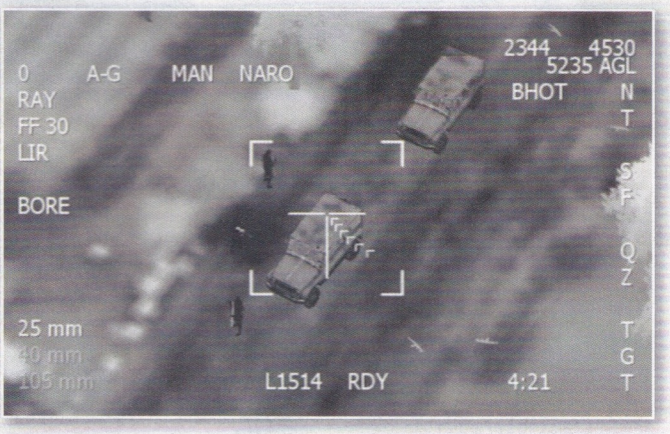
40mm Cannon

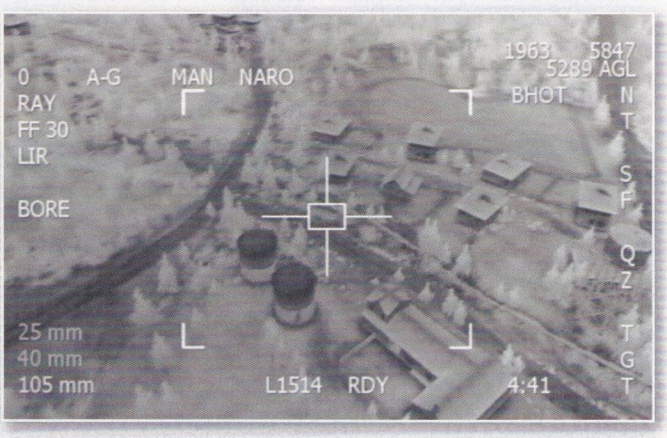
The 40mm provides the most versatile firepower. The mini-cannon reloads extremely quickly, allowing you to pop off bursts powerful enough to take out small soldier groups and all vehicles. Like the 150mm, be very careful firing the 40mm near civilians and friendlies, as its explosive blast radius can be significant.

25mm Gatling Gun

The 25mm is your surgical tool. This is the perfect weapon for cutting down enemy forces near Captain Price or other friendlies. Because the 25mm switches to an extreme close-up for targeting, it can be very difficult to obtain new targets. Use the 25mm only when you need to make a tricky shot.

After a couple of passes, Price and his crew begin to move forward, and your pilots reposition the gunship to follow. When Price reaches the highway, his crew commandeers two civilian vehicles to speed their progress.





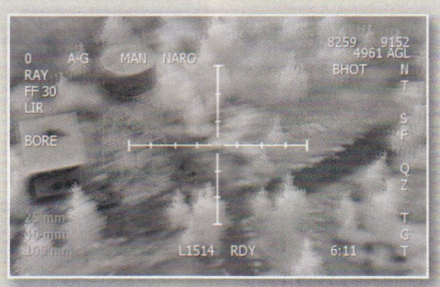
Objective

The Village

As the navigator and pilot work together to figure out the gunship's next target, keep your eyes peeled for enemy trucks. You can spot them when they stop and several soldiers pile out. If you see one of these trucks, use your 150mm to demolish them.

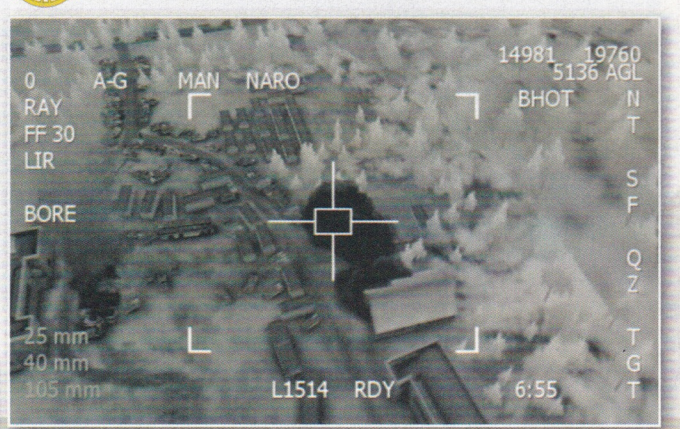
When you reach the next village, it's filled with enemy troops. Prioritize taking out the tanks and the soldiers on the rooftops, some of which have RPGs. Also note that there is a ZPU gun in the center of the village.

Your allies enter the town quickly, so keep an eye on their approach to avoid accidentally nailing them as they drive through.

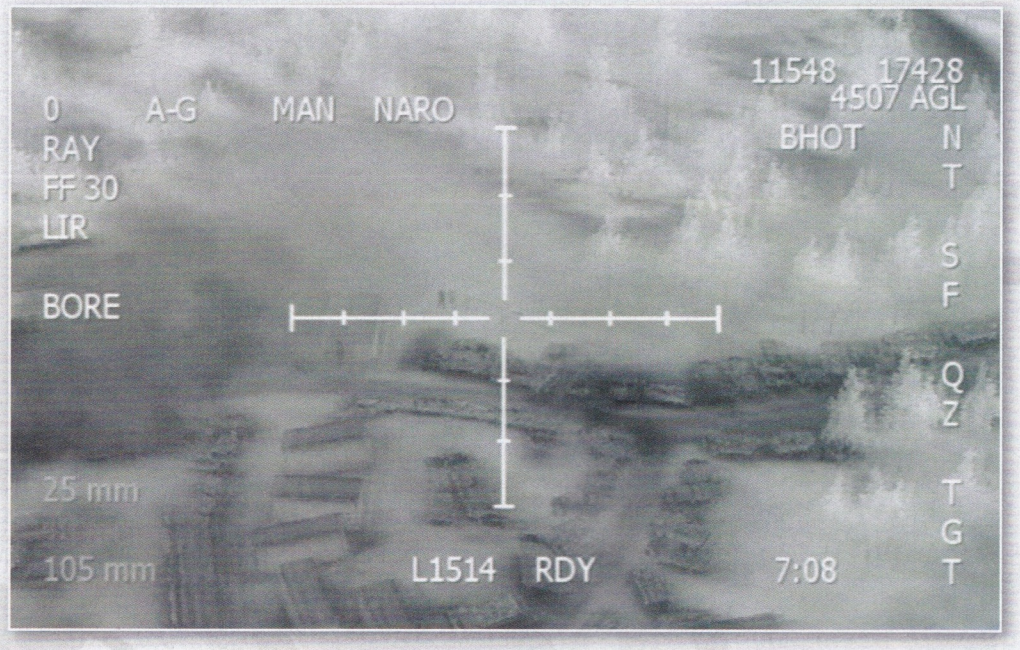


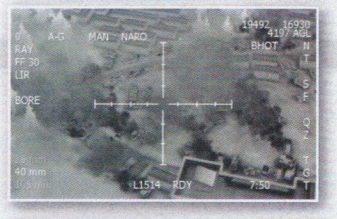
Objective

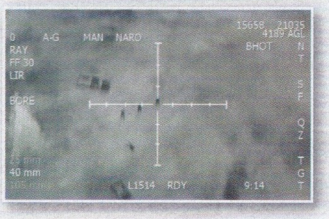
Junkyard



After the village, the AC-130 proceeds to the next stop on the road, a large junkyard. When Price makes it to the junkyard, his group leaves their vehicles.

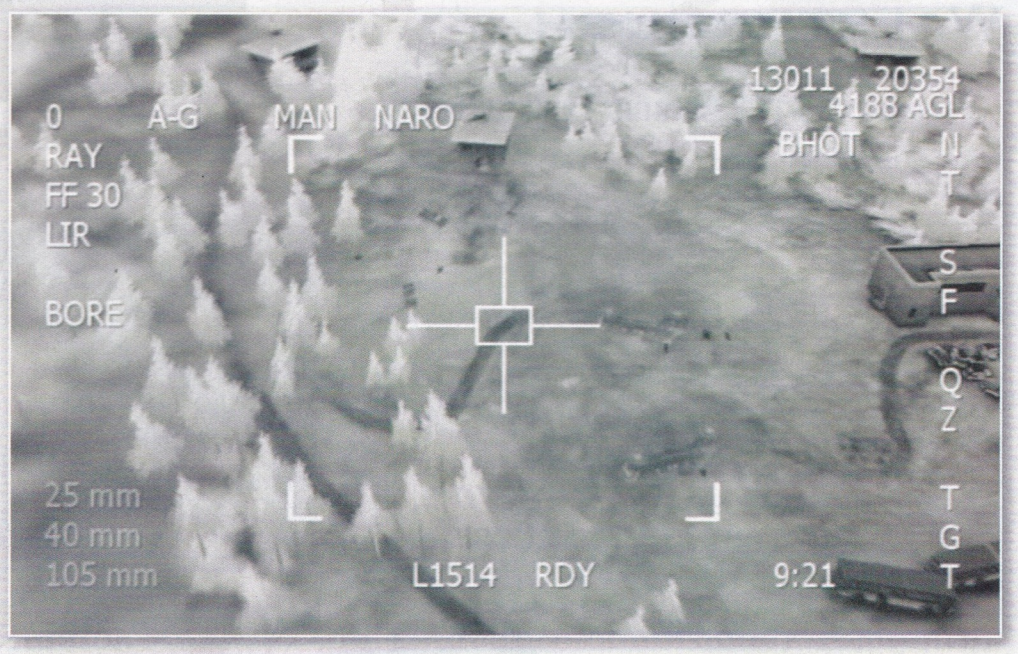


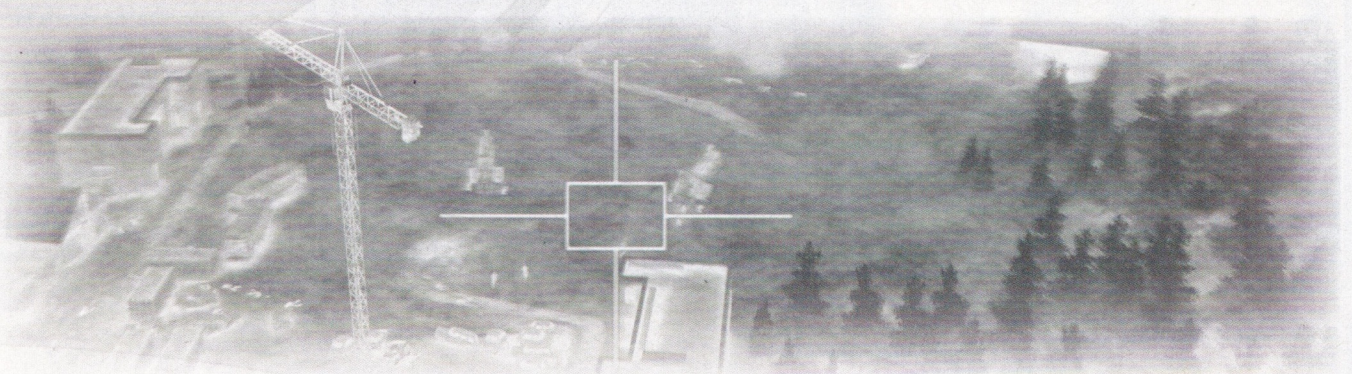




Throughout this section, your allies hang out at the front of the junkyard. The enemies attack in large groups from outside the U-shaped building, and from further up the road. Use the 40mm and 150mm before they can get close to your friendlies. If any slip by, quickly switch to the Gatling gun to surgically remove them.

After the squad advances a bit more, two passenger helicopters move in for the extraction. Just cover the squad as they make their way across, and the mission is complete.





ACT 1.6

WAR PIG

U.S. Forces

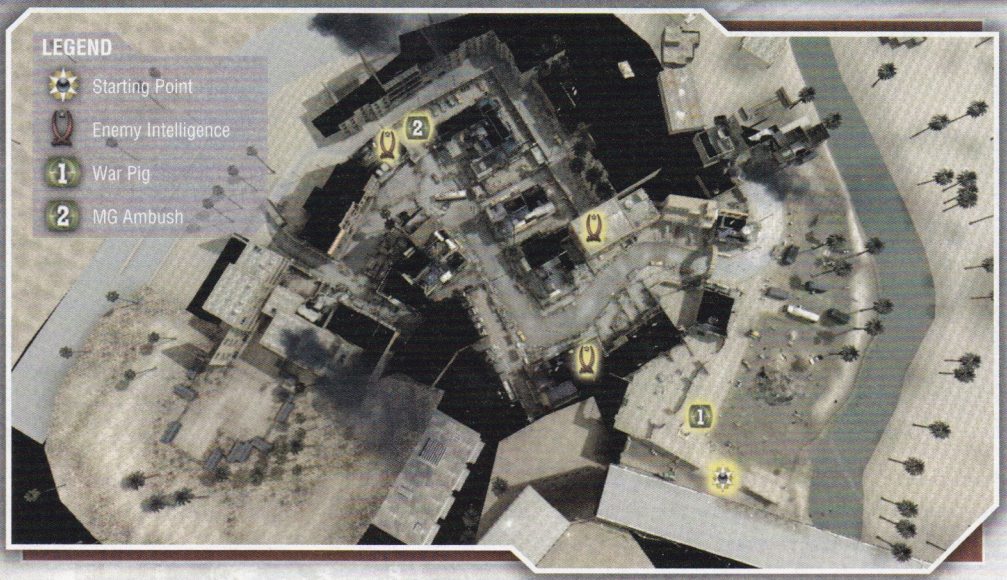
Soldier	Paul Jackson
Rank	Sergeant
Division	1st Force Recon
Location	The Middle East
Time	Day 3: 16:30:08

Primary Objective

Escort the Abrams back to the highway.

Arcade Mode

Time Limit	15:00
Number of Intel Items	3
Starting Weapons	M4A1 Grenadier
	M9



Walkthrough

Objective

Escort the M1A2 Abrams Tank to Safety

When you return to filling the shoes of Sergeant Jackson, it's in the middle of an ongoing battle. The Abrams is still making its way to the main conflict zone, and it's your squad's job to make sure it gets there safely.

Immediately after you start the level, find cover from the oncoming troops ASAP. Crouch down and approach the burned-out car just in front of you for cover. Look around the area to find an M249 SAW. Just to your left is a Druganov sniper rifle. It's a good idea to take either of these weapons in exchange for your pistol before you go any further.

Stay low and follow Vasquez as he moves up on the enemy to the right. Use the debris in the field for cover, and stay prone as you crawl forward.

advanced intel

Horseshoes

Be very careful of grenades in this level. When you play on the harder difficulties, the enemy tosses them with deadly accuracy. Unless the grenade lands nearly on top of you, it's better to get away than to try tossing it back at the enemy.

If you survive the initial enemy surge, it isn't long before helicopters move in to deploy more enemy troops. Sprint down this area's rightmost side, along the dirt path. This should keep you out of the remaining enemies' sights.

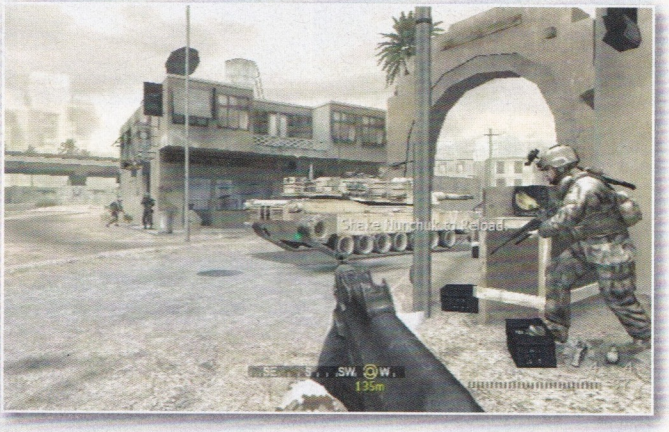
Your goal here is to make it to the first blue crate on the right. There's a set of three RPGs just on the other side. There are also three leaning agains the bus. Pick one up and fire at the helicopters before they can deploy troops.

RPG

This Soviet-manufactured weapon is not the most accurate or dependable arm in contemporary times. Nevertheless, a hit is deadly against both ground-based and flying vehicles...but only if the wobbly rocket manages to connect with its target. RPGs are single-use weapons, so you have to find several rockets in one spot to have a decent shot at hitting an enemy with one.

Only in special circumstances should you arm up an RPG: when you have to take out a large, clustered enemy group, take down an aircraft, or disable a tank.

If you down both helicopters, you effectively stop the enemy assault. However, if you miss one of them, the assault continues and you must kill all the soldiers before your squad and the Abrams can proceed.

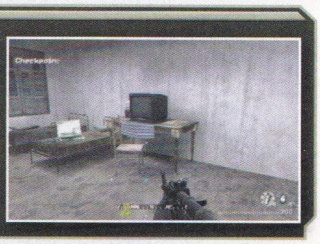


When the Abrams begins moving down the street, regroup with the tank and stay close for cover against enemies attacking from all directions.

Roughly halfway up the street, the Abrams starts to target nearby enemy fortifications. Hang back and kill any enemies that approach, but let the Abrams do the brunt of the work.

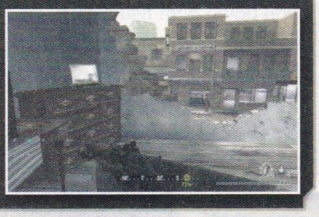
intel

There's a building entrance just ahead and to the right of the Abrams tank's front. When you enter, climb the stairs to find a laptop heavily guarded by several enemies. Clear the room and grab the intel.



Watch out for RPG wielders on the building roofs surrounding the street. Take them out before they can fire into the tank.

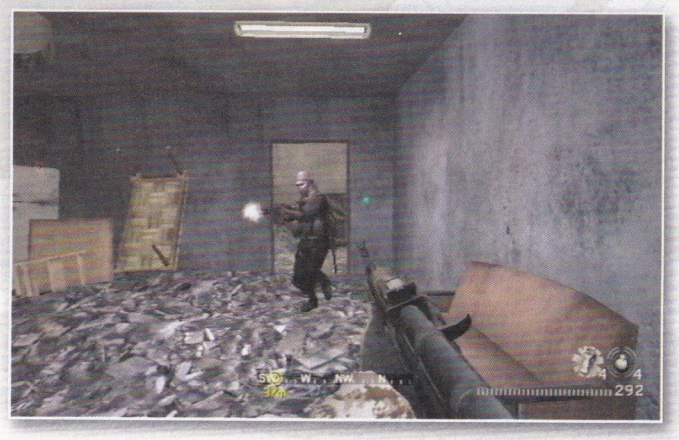
The second laptop is in the building directly across the street from the first. Enter from the bottom. This laptop is also heavily guarded. Move through the rooms until you get to the second floor. The laptop is on a cot in one of the bedrooms.



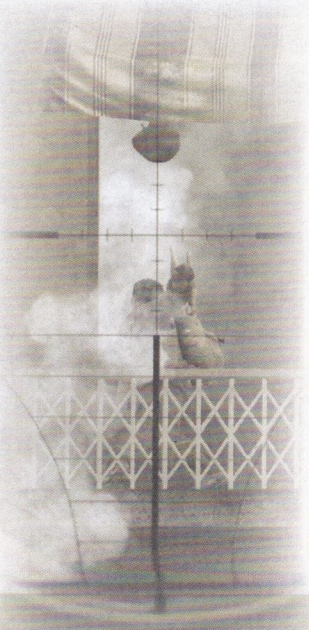
After you clear the rooftops and most of the street, the Abrams continues to advance. As the Abrams move forward, stick to the blown-out hallways and buildings on the right side of the street. This should give you adequate cover from most of the enemies firing down on your squad.

As you move up the street, your priority should be to stay under cover. Keep your eye on the Abrams, but it's largely safe from incoming fire.

Use the buildings and side alleys on the street's right side to get the jump on the tangos littered throughout the area. If you find a good cover spot, stay behind it until it looks safe to inch forward. Remember that the enemies can appear on any floor of the buildings around you.



If you are patient as you move forward, you are rewarded with more checkpoints. If the game determines you have made it to a safe spot, it often makes a new checkpoint save for you.



Once you make it to the end of the street, you encounter an extremely heavily defended building to the west. Stay behind cover and use whatever weapons you have to pick off these enemies until they stop attacking.

If you're feeling brave, you can accelerate this process by charging the building and killing anyone inside. This forces an enemy retreat.

Now that the enemy has backed off a bit, find Vasquez and follow him through the enemy building. You encounter a second ambush just as you pass on the other side of the building. This parking lot is full of tangos using the cars for cover.

Toss grenades at the cars to make them explode, killing much of the resistance. Then use the dumpster on the left for cover as you clear out the rest. Watch out for the two machine gunners in the window above the alley. Aim down your sights to pick them off with a rifle.

advanced intel

Die Hard

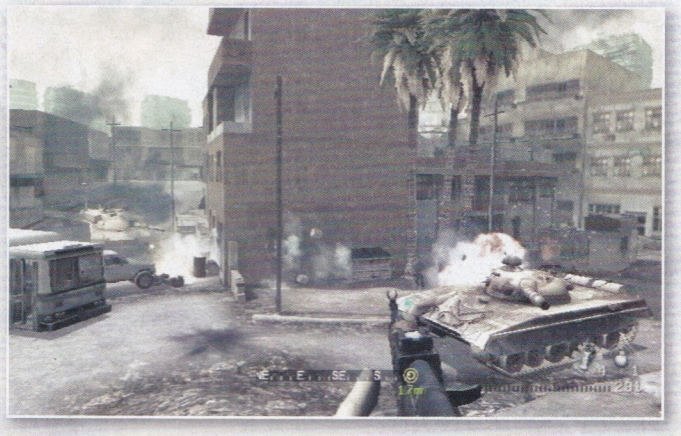
Watch out for the exploding cars in this section. When a car catches fire, it is about to explode. Generally, a car explodes about 30 seconds after the fire starts. If you're using one for cover when it explodes, the force is equivalent to a direct hit from a frag grenade.

When the alley is clear, follow Vasquez as he breaches the building at the end. The old butcher shop is clear. If you head up to the second floor, you can provide some cover for the Abrams as it moves down the street.

intel

The last laptop is on the second floor here, just behind the two machinegun nests you had to take out to get through the alleyway.

The Abrams pops the top of the enemy tank, but stay clear of the ensuing explosion. Wait for the Abrams to tear down the barricade, and then jump down to street level. Follow Vasquez up to the extraction point, and the mission is complete.



ACT 1.7

SHOCK AND AWE

U.S. Forces

Soldier	Paul Jackson
Rank	Sergeant
Division	1st Force Recon
Location	The Middle East
Time	Day 3: 18:00:01

Primary Objective

Surround the last of Al-Asad's forces in the capital.

Arcade Mode

Time Limit	14:00
Number of Intel Items	2
Starting Weapons	M4A1 Grenadier
	M9

Walkthrough

The next part of the U.S. mission has you raiding Al-Asad's capital city from inside a helicopter. The helicopter is armed with a fully automatic grenade launcher. As you fly into the city, feel free to use the full-auto mode to devastate the enemy. But watch the heat meter on the right side of the HUD; if you overheat the gun, you can't shoot for several seconds while it cools.

Objective

Soften Resistance for the Ground Assault

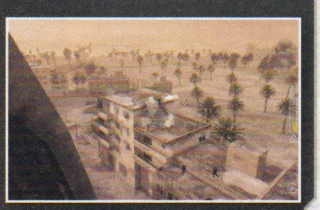
As you approach the city, the greatest threats are the enemy ZPU guns on the rooftops. Prioritize taking those down over the tanks.

Also, be sure to take out any RPG soldiers you see on the rooftops. As you circle around, you should see a fuel truck on the ground. Fire a grenade into its side to take out several enemies at once.

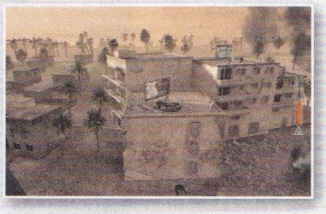
Advanced Intel

Spotting RPG Soldiers

Spotting RPG soldiers in the midst of the capital's chaotic streets can be difficult. Keep your eyes out for the white streams of smoke unique to a recently fired RPG weapon. Trace the smoke back to its source, and there's your RPG man—one grenade is enough to take out one of these tangos.

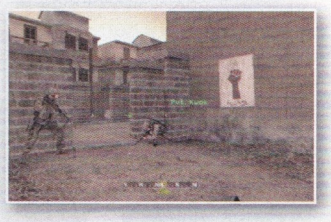


After you complete one full circle through the city, your helicopter lands and half your platoon unloads here. After they unload, fire some support shots into the building across the courtyard behind the statue.



As your copter moves to position two, the enemy is a bit scattered. Fire bursts at any enemy soldiers you see, and be sure to hit the giant tanker truck as the helicopter touches down.

Follow Vasquez into the alleyway and prepare for some more very dangerous and chaotic alley fights.



advanced intel

Topple the Dictators!

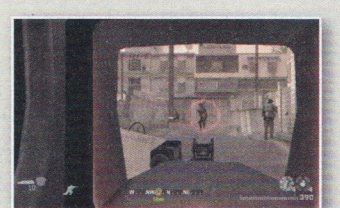
When you land here the first time, you have a unique opportunity to topple a statue of Al-Falani, the dead leader from the coup. Just send a few grenades at the base, and it crumbles to the ground, wiping his memory from the face of the capital city.

Objective

Assist and Extract the Advance Recon Team

Stick to the left side of this corridor, as it has the fewest enemies. It also provides optimal cover from the other forces.

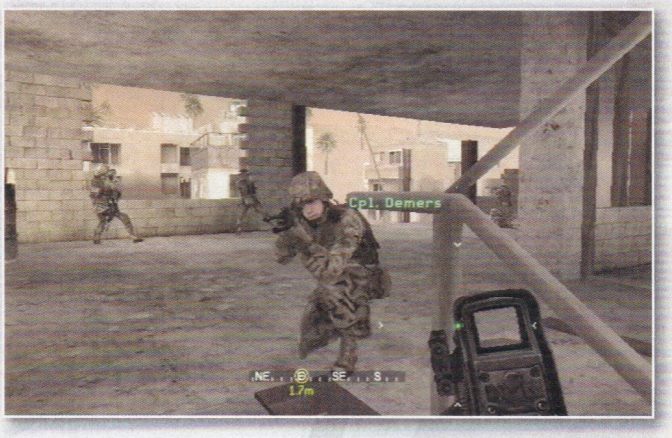
When the alley is clear, continue down to the building with the AK-47 painted on its side. Toss a flashbang and a frag grenade inside to soften up the resistance, and then enter.



LZ

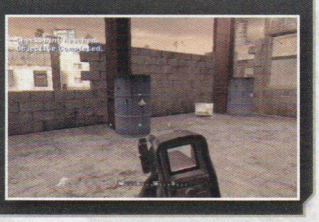
Your commanding officer mentions LZ several times throughout this mission. It simply stands for Landing Zone, a predetermined spot for your air support to make landings and pickups.

When the bottom floor is clear, head upstairs to rendezvous with the recon team and begin the escort out of the area.



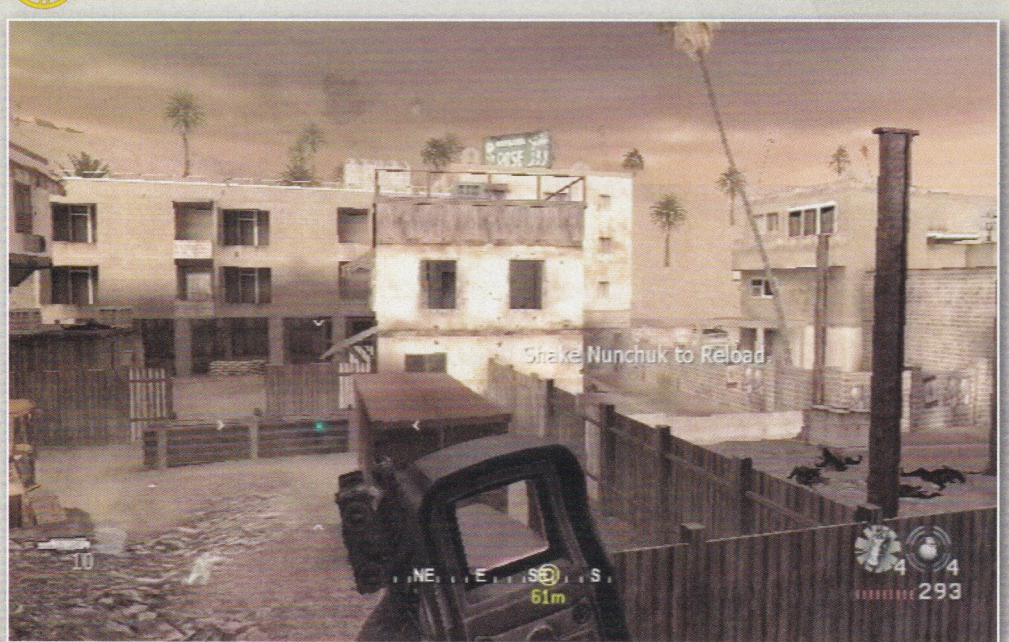
Intel

There is a laptop in the corner of the room where you meet up with the recon team.



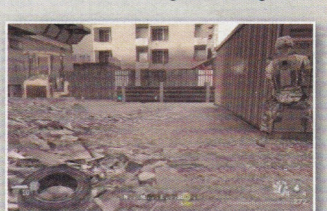
Objective

Proceed to the LZ



When you drop down to the lower area, utter chaos breaks loose. The enemy has completely reinforced this area and attacks from all points ahead.

Watch out for the RPG soldier on the second floor to the left. Be very careful of enemies popping out of the windows and on the roof of the building to the right.



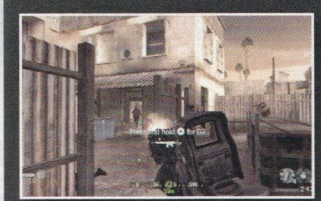
RAMBO

Feeling a bit crazy? If you want to accelerate your assault on the enemy defenses here, hang back and pick off any enemies you can see from the safety of the balcony.

When the bottom area is clear, jump down to the lower area and sprint to the left wall. There should be only a few enemies on your right, and one up high atop the building. Pick them off, and you have a reasonably safe spot to pick off the remaining advancing enemies.

Just watch out for grenades!

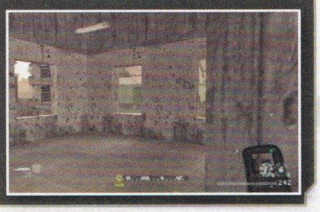
Once you hold this position for a bit, wait for an opening to make a break for the right wall and through the open doorway. Run through the building and clear out any enemies. Head upstairs to find six tangos with their backs turned to you. Clear the room and use the windows to pick off the remaining enemies in the alleys below.



Just stay back and pick off any enemies that you can see from behind cover. Eventually, the enemy surge dies down and you can start moving forward. Proceed through the doorway on the right and kill any survivors inside.

intel

There is a very well hidden laptop on the second floor of the enemy building on the right. Eliminate the hostile presence and then go upstairs. The laptop is on the floor in this room's closet.



Head out the door here into another alleyway, and it's a straight shot to the landing zone.

Objective

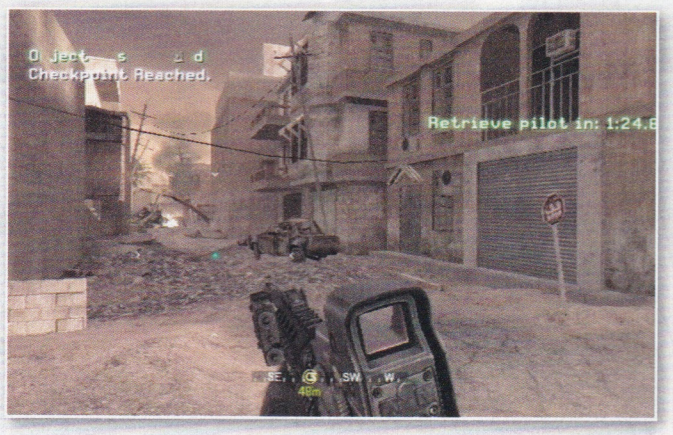
Get Back on the Mark 19 Grenade Launcher

Climb into the back of the helicopter and approach the Mark 19 to operate the gun for liftoff.

Shortly after takeoff, surface fire takes down a Cobra. There's nothing you can do to prevent it from crashing. While you await confirmation of orders from command, fire at any enemies you see running along the streets near the downed copter.

Objective

Rescue the Downed Cobra Pilot

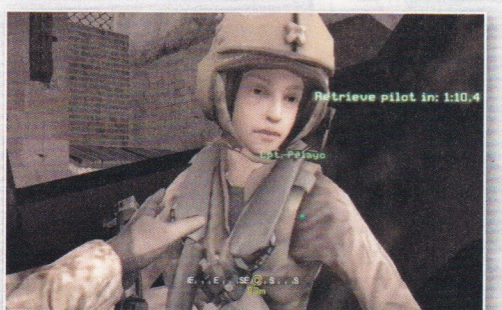


The Cobra pilot is trapped in the crash's wreckage. After your helicopter lands, sprint straight ahead through the street toward the downed helicopter. If you see enemies running in front of you, take them quickly, but don't let them slow you down—speed is of the essence here.

When you reach the Cobra, hold the **Use** button to pull out the pilot. Once you're holding onto the pilot, you can't fire back, so just make a beeline back to your own copter before the enemy can get a bead on you.

When you arrive back at your escort, drop off the pilot, and then turn to open up on the enemies from out the back of your ride. Shortly, your chopper takes off, but it isn't long before disaster strikes.

Hang on as your copter goes down!



AFTERMATH

You cannot prevent the inevitable in the Aftermath level. You can move around a bit, but eventually you succumb to the Radioactive inferno.

ACT 2.1

SAFEHOUSE

Spec Ops

Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Northern Azerbaijan
Time	Day 4: 02:00:31

Primary Objective

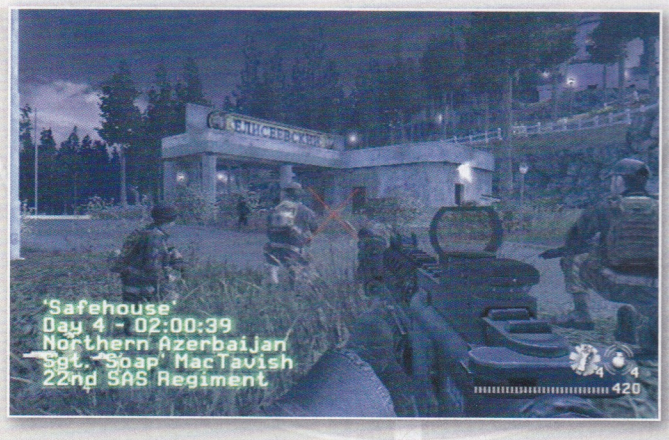
Find Al-Asad in his safe house in Azerbaijan.

Arcade Mode

Time Limit	17:00
Number of Intel Items	2
Starting Weapons	M4A1 SOPMOD
	M1014

Walkthrough

The British have intel from Nikolai concerning Al-Asad's safe house. While he is sure of the area, he is not sure which house Al-Asad occupies. He has gone into hiding after the nuclear disaster in his capital city.



Safe House Strategy

This level is unique in *Call of Duty: Modern Warfare: Reflex Edition* in that you can clear the houses in any order you like. The walkthrough for this chapter details one possible way of clearing the safe houses.

If you get stuck in a particular spot, use the game map to determine which safe house you want tips on and jump to the corresponding section in the walkthrough.

You must clear six houses in the area to find Al-Asad. Follow the rest of your squad as they head up the hill to intercept the ultra-nationalists before they can continue killing civilians.

Objective

Safe House 1

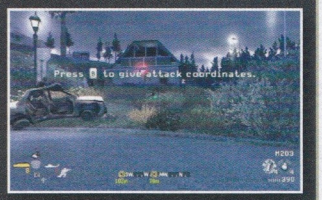
The first safe house you reach is northwest as you come up over the hill. Hang back and shoot at the enemies inside the safe house from the safety of cover on the hillside. You can use the fence or trees for additional protection. Take care to keep an eye out for enemies attacking from in front of the church on your left.

As the village gets wise your presence, watch out for reinforcements from outside the hut, including dogs, which can surprise you from behind cover.

advanced intel

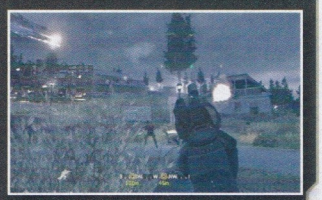
Calling In Air Support

Throughout this mission, you can call in air support on any target you like. When you do, a helicopter flies in and shoots the heck out of whatever you target for them.



After you call in a strike, be sure to avoid the area until the ship flies away. Otherwise you could get cut down by friendly fire!

When an air attack concludes, it takes approximately 30 seconds for air support to be ready to launch a new strike on a different area.



After you eliminate the initial enemy groups, move along the wooden fence to the right to approach the house's northwest side. There is a door to the house's rear, which provides much safer entry than the front door.

SNEAK UP FROM BEHIND

A good flanking tactic is to rush past the window to the right and downstairs into the basement. This allows the player to come up behind most of the enemies in the building.

Inside the house, switch to your shotgun and clear out any enemies on the bottom floor. Then proceed upstairs to ensure the building is clean.

intel

You can obtain your first piece of enemy intel in a torn-up bedroom on the top floor. The laptop sits on a bureau directly across from the mattress. The stairs are in the center of the house, next to the TV in the living room.

Now you just need to check the basement. After you run through the basement, you should get the signal from Gaz that the building is clear.

Objective

Safe House 2

Once you have the all-clear on the building, exit to the road on the north side.

If necessary, wait for air support to reset, and then call in an air strike on the house to the right. If you designate the right spot, the helicopter can eliminate all resistance within the house in one go, and you won't even have to go inside to get credit for clearing the building.

If the air strike doesn't get everyone, stick to the road and use the guardrail for cover as you approach the building's rear.

Objective

Safe House 3

After you clear the second safe house, a machine gunner sets up on the house back on the hill. Use your air strike to get rid of the gunner and pound the house with fire. After the helicopter tears up the building's front, you can move up the hill to the southwest.

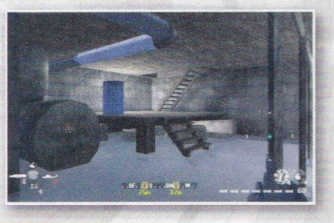
intel

This building used to be some sort of restaurant. The second and final piece of intel sits in one of the booths.

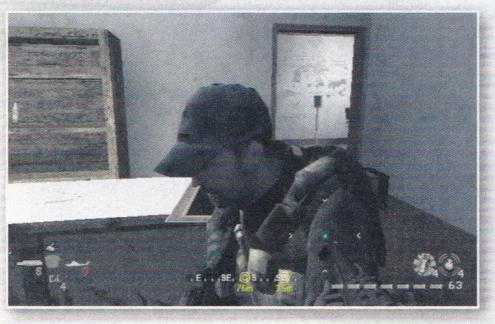
When you reach the house, enter through the basement door located on the right side. This should give you a drop on the enemies defending within. Switch back to your shotgun and carefully clear each room of enemies—many survive the helicopter attack.

SIDE ENTRANCE

Instead of trying to take this third house head-on, you can sneak up the side of the hill via the path that leads to the house's right flank. This flank is completely undefended, and you should be able to make it to the basement without any trouble.



As you come up from the basement, toss flashbangs to stun the guys hanging out on the first floor. Then pop up and blow them away with your shotgun. After you kill all the enemies on the first floor, carefully work your way upstairs, softening the enemies there with frag grenades and flashbangs. Watch out for the enemy hiding in the bathroom.

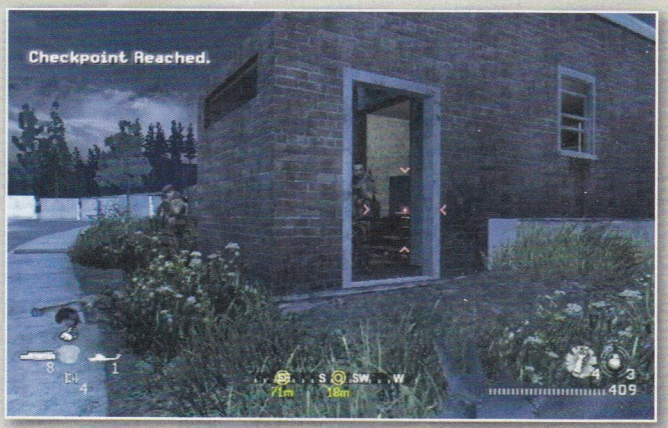


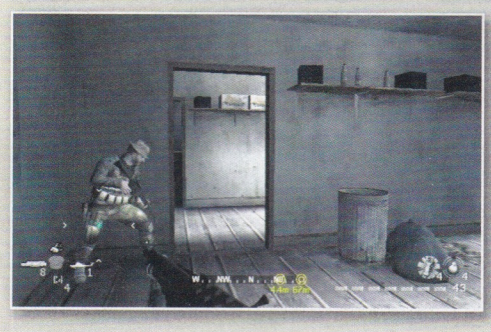
Once you clear the house, you get an all-clear from Gaz. You can proceed to the next safe house, which is located to the southwest.

Objective

Safe House 4

There's no completely safe way to get to this fourth safe house. However, one method is safer than others. Call in an air strike on the house located southwest from safe house three. Wait in safe house three until your air support hammers the area.





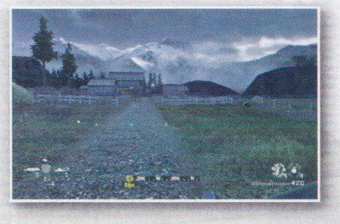
Now move cautiously toward the fourth safe house, following the path that leads directly to it. Instead of entering via the front door, go around the right side to find a side entrance. Switch over to your shotgun and begin clearing rooms. There are enemies in each room.

If you have trouble, be sure to use flashbangs to soften them up.

Objective

Safe House 5

The fifth safe house is through a field to the northwest. While the old farmhouse looks abandoned, call in your air support early during your approach to soften up the forces that pop out as soon as you enter firing range.



While the helicopter works its magic, sneak into the leftmost barn by following the fence to find a secret rear door. Once you're inside, go upstairs and kill the enemy that's camped out there. From this vantage point you can fire down on all points in the farm and easily neutralize any survivors of the helicopter sweep.

Once you have the all-clear from Gaz, head back the way you came to approach the sixth and final safe house.

Objective

Safe House 6

Follow your compass to the southeast until you hit the main road. Pick off any resistance that remains here, and follow the path down the hill to the last safe house.

Call an air strike on the north side of the house. Then jump down and walk around to the south side as you wait for your squad to arrive.

While you wait for your squad to join you in breaching the house, you should receive a checkpoint. When Price arrives, follow him inside the house to find Al-Asad and complete the level!

ACT 2.2

ALL GHILLIED UP

Spec Ops

Soldier	Price
Rank	Lieutenant
Division	22nd Regiment
Location	Pripyat, Ukraine
Time	15 Years Ago

Primary Objective

Crawl through Chernobyl in a ghillie suit.

Arcade Mode

Time Limit	18:00
Number of Intel Items	3
Starting Weapons	M21 Suppressed
	USP .45

Walkthrough

The next two levels are flashbacks, which take you back to Captain Price's first encounter with the villain behind the nuclear attack and an old enemy of the western world, Imran Zakhaev.

In this level, you and your commanding officer, Captain MacMillan, are charged with infiltrating the enemy camp to stop a transaction and assassinate Imran Zakhaev.

Ghillie Suit

During the flashback, you and your partner wear ghillie suits. Ghillie suits are full-body outfits with three-dimensional elements that aid in disguising the wearer from detection in underbrush. Professional military snipers are trained to create their own ghillie suits, often partially comprised of materials taken from the deployment location, such as long grasses and other plant matter. This custom approach helps the wearer blend into the surroundings much better than standard, unmodified camouflage clothing would allow.

"All Ghillied Up" is the only pure stealth level, and if you're careful, you can complete it without getting spotted by the enemy. This walkthrough takes you through each step, explaining how to get by without being detected.

Objective

Follow Captain MacMillan

After the level starts, follow Captain MacMillan as he sprints ahead in the field. MacMillan reminds you that you are in a highly radioactive area.

advanced intel

Radioactive Area

Pripyat is just outside the city of Chernobyl, where the worst nuclear radiation accident in history occurred. As such, you must be extra careful not to wander too far off the main path, or the massive amounts of radiation in the outlying areas kills you almost instantly.

Keep your eyes peeled for the small radioactive warning signs, which mark restricted areas that contain lethal levels of radiation.

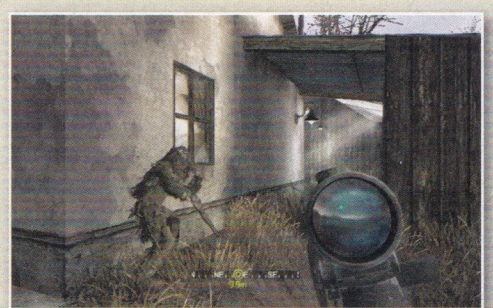
Move up to the shed and wait for MacMillan to do the same. Throughout this level, MacMillan gives you many orders, and you should do your best to observe them closely. If you do, completing the level undetected is much simpler.

Objective

Make it Past the House

On the other side of the shed, you observe two tangos patrolling the field outside a small house. MacMillan gives you orders to take out one of them while another is turned away. Keep zoomed out and wait until the enemies are not facing each other.

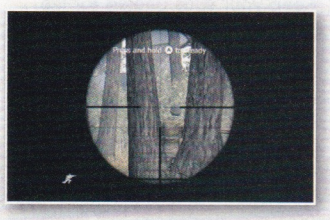
Use your M21 Suppressed rifle's scope to score a headshot on the enemy. The man on the right is the ideal target when you first come upon the pair, because his friend is walking away from him into the field. After a successful hit, MacMillan takes out the second tango and you can move up to the house.



As you approach the house, MacMillan reports four enemies inside. Follow MacMillan as he sneaks around the side of the house.

When you reach the corner of the house, an enemy approaches from the car. While you can let him pass, the safer option is to take down the enemy quickly, allowing you to proceed to the next area.

With the enemy by the car down, you can move further toward your objective. Follow MacMillan across the yard and over the picket fence. When you approach the church, MacMillan sees a lookout in the tower and two soldiers patrolling out front.

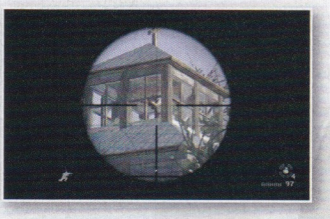


Objective

Make it Past the Church

You are tasked with taking down the lookout. This is one of the harder shots you have to make. Be patient, and make sure you have the shot before you pull the trigger. Remember that you can hold the **Sprint** button to temporarily steady your aim.

After you dispose of the watch cleanly, turn your focus to the north, near the burned-up car. You can either wait for this guard to pass or quickly dispose of him with another headshot. You are less likely to get spotted if you shoot him, so that's what we recommend.



Next, MacMillan heads inside the church. Follow him closely as he clears the area.

intel

Use the ladder in the church to climb to the top of the tower. A piece of enemy intelligence is at the top, next to the guard you neutralized.

advanced intel

Helicopter Trouble

If you alert the guards in the next part of the level, a helicopter comes after you and MacMillan. Your best chance at taking down the helicopter is to return to the church interior, where there's an unlimited stockpile of Stinger missiles piled against the wall.

As you pass through the cemetery, an enemy helicopter flies overhead. Go prone and crawl into a corner near the cement fence that's in the shadows. Wait for the bird in the sky to fly past, and then MacMillan summons you to follow him up ahead.

Objective

Combing the Field

After a long run through a field, followed by a quick hop over a low fence, you can hear tanks approaching. Get down on the ground and begin crawling forward with MacMillan.

Ahead, a large enemy patrol sweeps the area with armored support. There's no way to fight your way through this section, so you must crawl right under their feet, which is possible thanks to your ghillie suits.

As you crawl, you are completely undetectable to enemies unless you get within three feet of them. Your goal is to allow the patrol to pass without getting too close to any of the enemies approaching your position.

The best way to get through this section is to stay as stationary as possible and let the patrol walk past you. Keep your head up so you can see if any of the enemies are about to walk on your position. If they are, crawl to the right or left as slowly as possible to avoid getting noticed or walked on.

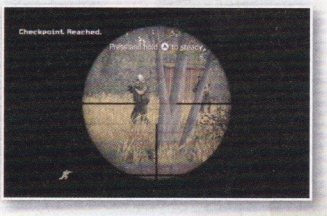
Objective

Make it through the Junkyard

When the patrol passes, follow MacMillan as he continues creeping through the underbrush. When you get to the abandoned airfield and tank graveyard, you can stand up again. Follow MacMillan to cover, and observe the soldiers throwing bodies into the water.

Once again, you have two options here: take out the enemies without alerting the other soldiers, or try to sneak past them.

In this section, it's a better option to take out the enemies rather than try to sneak past. Spot the enemy wandering off to your left. When he is a good distance past the solo soldier loitering near the tank, take him out. After you do, move your scope to the right to take out the soldier standing by himself.



Two soldiers remain, and they require a coordinated attack between you and MacMillan. Wait for your commanding officer to get into position and give you the signal. When it's time, take out either of the enemies, and MacMillan follows up with a quick headshot of his own.

With all tangos in the area down, you can move up to the next section. Follow MacMillan and stick to the shadows when you hit the large crates.

The next guy is all MacMillan's. Let him take out the enemy and continue through the crate maze. Listen closely to his commands to make it through the maze undetected.

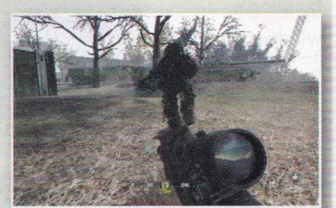
Intel

Halfway through the maze, you come across a makeshift enemy camp. While MacMillan wants to completely avoid the enemies here, there's an intel laptop smack in the middle of where they stand. Go prone and work your way up to the barrel where the intel is. Crouch, grab the intel, go back to prone, and work your way back to where you were.

Objective

Sprint Past the Enemy Position

When you exit the final crate, you can see dozens of enemies on the other side. MacMillan is an expert at predicting enemy movement, and he can lead you through the next area. You must be prepared to sprint, and you have to keep directly on his tail to avoid detection.



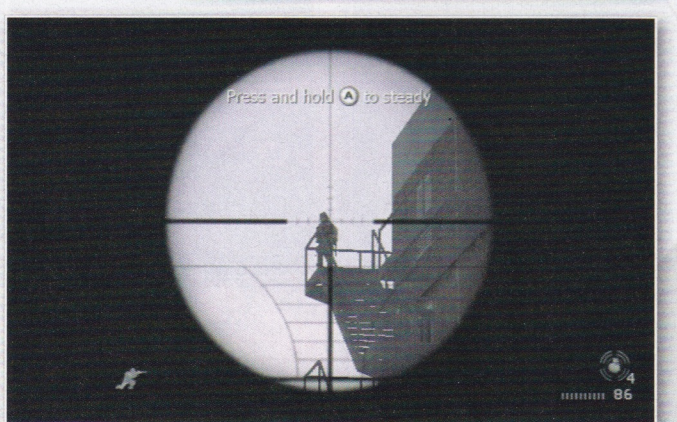
When you make it to the first truck, go prone by pressing the C Button and follow him closely underneath the truck. At the end of the second truck, you have to wait about a minute before you can proceed. Don't be impatient; wait for MacMillan's signal to go ahead.

As you exit from under the truck, repeatedly press the **Jump** button to stand up and get to MacMillan's position. From there, sprint after him as he clears the checkpoint and moves on to the next area.

Objective

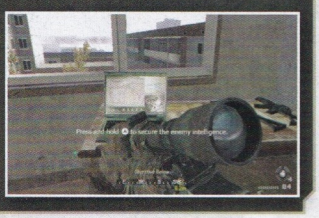
Make Your Way through the Apartments

When you reach the stone wall, MacMillan spots a sniper for you on the fourth floor of a large building ahead. Unleash another headshot on the enemy here, and follow MacMillan into the nearby building's window.



intel

The last intel laptop is in another tricky spot. Instead of following MacMillan into the first-floor window, climb the stairs until you reach the sniper's position at the top. Crawl through the window there to find a laptop on the desk.



MacMillan continues through the apartment courtyard to an exit. Before long, you come upon a wild dog feeding on a carcass. Don't let the dog spook you as you walk past; when you keep your distance, it leaves you alone.

advanced intel

Slay the Dog

If you are the curious type, kill the dog and find out what happens.

Head back inside one of the buildings and through a cafeteria to find a blown-out staircase. Continue following your partner up the stairs.

As you advance through the building, you don't encounter any resistance, and you reach the level exit as soon as the hotel is in sight.

ACT 2.3

ONE SHOT, ONE KILL

Spec Ops

Soldier	Price
Rank	Lieutenant
Division	22nd Regiment
Location	Pripyat, Ukraine
Time	15 Years Ago

Primary Objective

Snipe Zakhaev and escape from Chernobyl.

Arcade Mode

Time Limit	20:00
Number of Intel Items	2
Starting Weapons	M4A1 SOPMOD
	M1014

Walkthrough

This level picks up where "All Ghillied Up" left off. You and MacMillan have made it to your secure position in the hotel and are positioned for a clear shot at Zakhaev when he meets to trade nuclear arms components.

Objective

Eliminate Imran Zakhaev

After getting on the .50 caliber, MacMillan mentions humidity and the Coriolis effect as being considerations on your shot, but the only thing you really have to worry about is the wind speed.

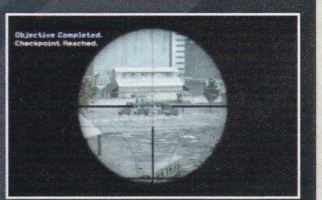
Luckily, there's a strategically placed flag right near the meeting location. The flag gives you an indication of the wind's strength and direction. The wind changes every few seconds, so you have to be ready for the right moment.

While you can make the shot if the wind is blowing fiercely, it is much more difficult than waiting for the wind to die.

The level starts with you lying next to MacMillan, and it's your job to man the sniper rifle and set up the shot to take out Zakhaev.

When you're ready to start, hold the **Use** button to aim down the sight.

M82 .50 Caliber Sniper Rifle



The M82 is one of the most powerful and longest range sniper rifles available to the modern military. It also operates quite differently from the sniper rifles you have used up to this point.

The M82 is mounted and cannot be moved once you are looking down the scope. The movement analog zooms the scope in and out, and the scope auto-focuses on your target.

The .50-caliber rounds that the M82 fires are so powerful they can fire through multiple human beings, so don't hesitate taking the shot just because someone steps in front of your target!

advanced intel

Mission Critical Objective

You must take down Zakhaev before he leaves the meeting, or you fail the mission. If you miss, he's out of there. You get only one shot, so make it count.

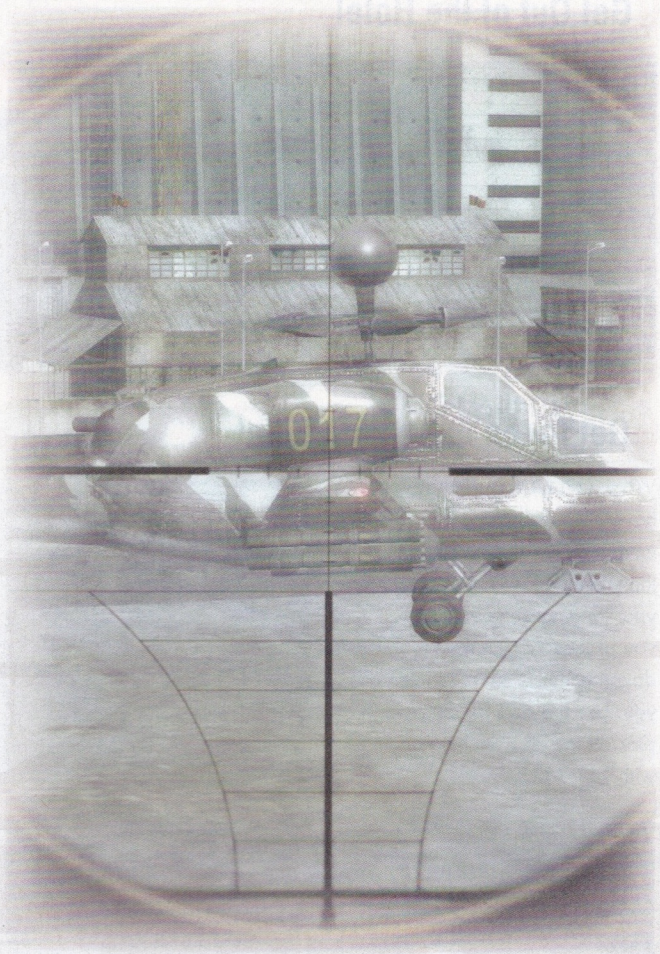
Soon, Zakhaev emerges from a nearby vehicle. He is the very ugly bald man with the gray beard.

Patience is the key here. The wind remains choppy throughout the initial interchange between Zakhaev and his client. You're waiting for the flag to stop moving completely, indicating that the wind has died down enough for you to get your most accurate shot.

Throughout this encounter, it's good to avoid zooming all the way in on Zakhaev. It's not vital to get a head shot on him; a body shot does fine with a .50 cal.

If you don't take the shot quickly, a helicopter arrives, obstructing your view. Wait for the chopper to move on. Try not to move your crosshair because your opportunity could arise just after the helicopter moves, and you don't want to waste time trying to retarget Zakhaev.

When Zakhaev throws his hands up in the air, the flag goes down, indicating the wind has died, and you have your shot. Line up the crosshairs neatly on Zakhaev's torso, and fire.



Objective

Take Out the Attack Helicopter

Zakhaev is down and MacMillan orders you to leave him for dead. The enemy is now alert to your presence, and you must get out of there as quickly as possible!

But before you can leave, a helicopter arrives and discovers your position. You must take out the helicopter first to get out of there alive.

You can take down the helicopter in one shot with your M82 if you aim for the pilot, who is barely visible through the windscreen. Aim just below the topmost window on the front of the helicopter.

Objective

Get Out of the Hotel

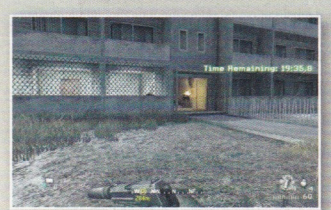
When the helicopter goes down, turn around and move toward the back of the area to find a rappel rope. Follow MacMillan down the side of the building.

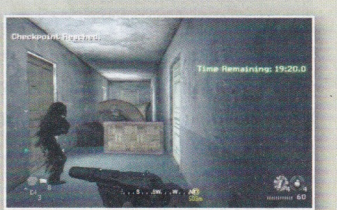
Objective

Get to the Extraction Point

When you hit the ground, you have 20 minutes to get to your extraction point. Unfortunately, the enemy doesn't make reaching your landing zone easy. As you proceed down the street, a dozen enemies move to intercept you. Use the cars for cover, and pick off the approaching enemies with your M21.

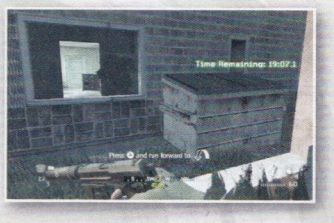
Follow MacMillan as he runs off to the buses on the right. Watch out for reinforcements that pop up from all sides as you progress through this section. If you encounter an enemy at close range, switch to your pistol and take him out. If you can get close enough, use the knife for an instant kill.





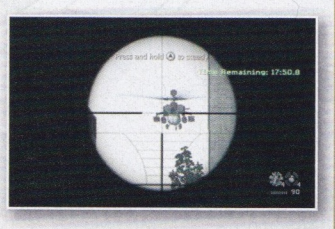
You must now sprint northwest to reach an apartment building entrance to give you much needed cover from the swarming enemies.

When you make it inside, wait for MacMillan to catch up. Once inside, he opens the first door for you. Jump through the adjoining apartment windows, but be wary of the dog jumping on the fence to your left. It's a good idea to kill the dog now before it chases you down later in the level.



In the next section of rooms, hang back and wait for MacMillan to shoot the approaching tango. When he does, grab the G3 machinegun that the enemy drops in exchange for your pistol. Hold onto your sniper rifle, as you need it later on in the level.

When you get outside to the smashed playground, use your G3 to mow down the approaching enemies. Switch to your sniper rifle and help Macmillan target the copter's engines to take down the bird before it sets its Gatling guns on you.



Unfortunately, the helicopter doesn't exactly go straight down. Sprint away from the helicopter to avoid getting decapitated by its rotors. While you can stay clear of the helicopter, MacMillan gets caught under the beast, and you have to pull him out.

Objective

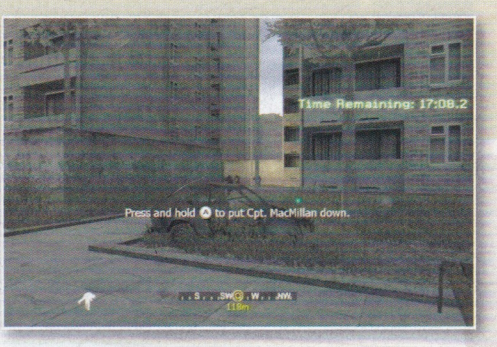
Pick up Captain MacMillan

From this point on, you must carry MacMillan to the landing zone. To pick up MacMillan, hold the **Use** button when you're standing over him.

Objective

Carry MacMillan to the Extraction Point

While you carry MacMillan, you can't fire or sprint. If you need to do either, you must set him down, at which point he fends for himself. But you must come back and get him after you deal with the issue at hand.



Use the compass to navigate through the streets with MacMillan on your shoulders. It isn't long before the enemy locates you again. Set MacMillan down near the burned-out car and take cover behind some rubble. Use your machinegun to take out the approaching enemies; MacMillan can aid you with his rifle from his position on the ground.

advanced intel

Macmillan is the Man

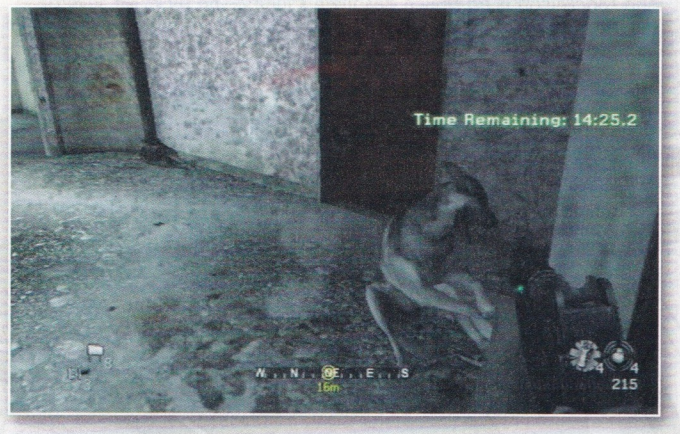
MacMillan may be down for the count, but he's still extremely perceptive. He lets you know when it's safe to pick him up and when he thinks it's a good idea to put him down. His instructions take a lot of the guesswork out of this part of the mission.

After you take out three enemies directly ahead, two more approach from behind to the east. Kill them, pick up MacMillan, and continue your dash to the extraction point.

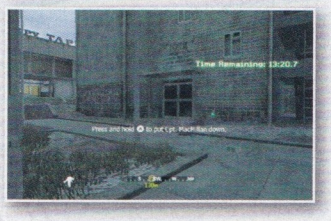
As you proceed, watch out for the three soldiers approaching you from the direction of the landing zone. You can avoid them by walking the long way around the wall, or you can put down MacMillan and dispose of them before moving forward.

When you make it past the courtyard, keep following the compass. You soon see another open apartment door. Head inside with MacMillan and navigate through the burned-out rooms until you see an attack dog. When you do, put down MacMillan and wait for the dog to attack.

Don't chase after the dog. It's an enemy ambush, and if you step outside right now, a waiting Russian jumps you. When you kill the first dog, head to the southern room and toss a grenade into the room directly across from where you are. Watch out for attack dog reinforcements when you move into the opposite area.



When the area is clear of enemies, pick up an AK-47 and then MacMillan. If the rooms aren't completely clear, MacMillan warns you when you pick him up.



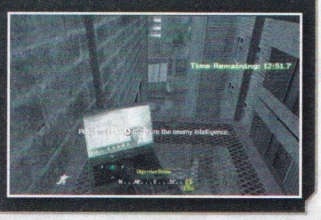
Return outside and continue on to the extraction point. Only 100 meters to go!

Continue through the next building and past the demolished swimming pool. Ignore the dogs in the pool. If you do, they come to your aid later in the mission.

After you pass the pool, jump down and put down MacMillan. Watch out for the two troops approaching toward the southwest.

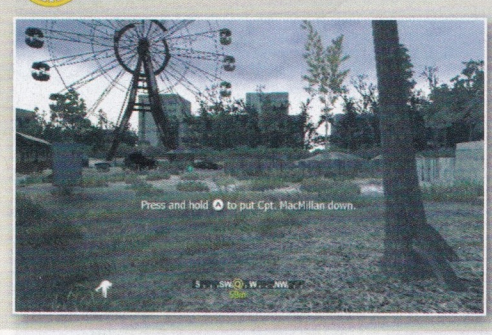
Intel

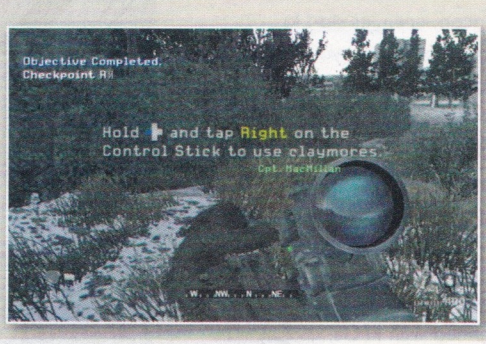
Just as you exit this building, you should see a fire escape on your right. Drop MacMillan and use the ladder to scale all the way to the top of the fire escape. When you reach the top, you find the first piece of enemy intel in the level.



Objective

Put MacMillan down behind the Ferris Wheel





Kill the two enemies and make your way to the amusement park. This is the landing zone. Proceed behind the Ferris wheel and put MacMillan back there on the glowing piece of grass.

MORE CLAYMORES

An alternative, advanced strategy here is to place all your Claymores before you position MacMillian on the glowing grass. If you do this, he will give you more Claymores to use once you set him down. Just be sure not to get too far away from MacMillan, if the distance becomes too great, you instantly fail the mission.

After you set down MacMillan, he instructs you to set up claymores to defend against troops while you wait for your ride. You have 10 claymores to place. Run around the area, arranging them in a spread as far apart as you can. Choke points between cars and other debris are ideal spots.

Once you set up the claymores, find a good spot from which to snipe.

One good position for cover against the first enemy wave is in the cart at the bottom of the Ferris wheel. Approach the base and go prone there. You can quickly slide behind cover if you get into trouble. This isn't a good spot after the second wave, though, as the enemies move in too fast and toss too many grenades.

intel

The trickiest piece of intel in the game is located in this section. Unfortunately, you can't get it until after the signal has been activated for your reinforcements.

Wait until the enemies start charging in the third wave (shortly after the helicopter reinforcements arrive). Then work your way up through the right alleyway. The enemies have opened a door back here. Turn into the short alley to see the enemy Intel laptop sitting at the end.

As soon as MacMillan activates the beacon, enemies start to approach. While there is no ETA displayed onscreen, you can tell how close the helicopter is by the meter reading just below the objective on your compass. The helicopter is about seven kilometers away and, depending on your difficulty level, it takes approximately five minutes to arrive at your position, so sit back and get your snipe on!The first wave of attackers is diverted by a pack of wild dogs. Pick off any stragglers and wait for wave two.

Try to get headshots on the second wave as they storm at you. Be sure to prioritize taking down the enemies armed with RPGs, as they can quickly take you down if they get close enough to fire a rocket.

You should have plenty of ammo for this fight, but if you run low you should have an AK to switch to, which is decent at this range. Your claymores help fend off any enemies that survive your shots. And MacMillan is no slouch despite his injury—he picks off several enemies in each wave.

After wave two completes, you have a few seconds to reload and reposition to a new place of cover if you like.

At this point, look for a better defensive cover point. A good spot is just behind the ticket booth in front of the Ferris wheel. You can duck behind there if the enemies manage to hurt you. Just watch out for flanking enemies near the bumper cars on your right.

Another decent spot is behind one of the bumper cars on the area's southeastern side. If you can maintain that position without getting hurt too badly, it's impossible for the enemies to flank you from there.

Unfortunately, the next wave includes enemy choppers, which drop troops very close to your position. Try to pick off the rappelling troops as they come down the lines, and zoom out if you lose track of where the enemies are advancing from at any point.

advanced intel

Pick-Up Sticks

Instead of trying to kill the soldiers in mid-rappel, try to find the bottom of the rope and pick off each soldier as he lands. This is the easiest way to take out a good chunk of the reinforcements.

If you're feeling particularly daring, run to where the ropes drop down and pick off the defenseless tangos with an automatic weapon before they can get out their weapons.

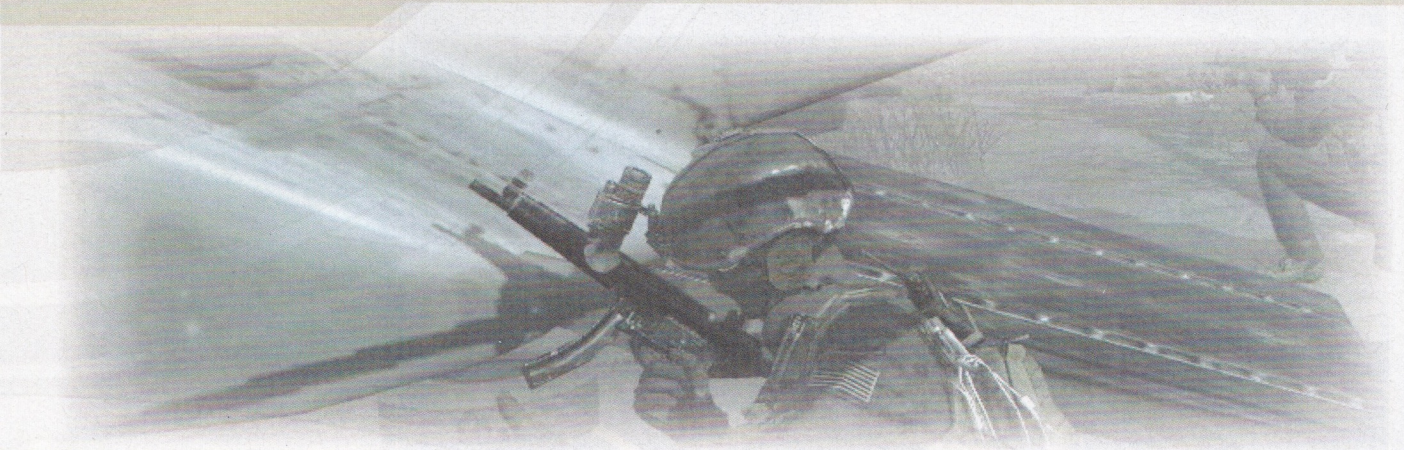
While you try to pick off the airborne enemies, don't ignore the third wave approaching from the same direction as the first and second waves.

Objective

Get MacMillan to the Helicopter

When the helicopter finally arrives, wait for the landing team to help take out enemies before you head back to grab MacMillan and get him on the helicopter.

When the area looks reasonably safe, head to MacMillan, pick him up one last time, and run to the helicopter in the middle of the carnival to complete the mission.



ACT 2.4

HEAT

Spec Ops

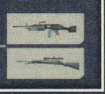
Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Northern Azerbaijan
Time	Day 4: 09:40:28

Primary Objective

Defend the village of Al-Asad's safe house as you wait for extraction.

Arcade Mode

Time Limit	15:00
Number of Intel Items	0
Starting Weapons	M249 SAW
	M21



Walkthrough

After the flashback, the game returns to present day. It's eight hours since Al-Asad was killed, and Zakhaev is moving his forces onto the safe house position.

Objective

Take Up a Defensive Position Along the Ridgeline

When the level starts, follow your squad up to the line. Your goal is to slow Zakhaev's troops to allow time for your extraction team to arrive and get you out of there.

Crawl to the wooden fence along the ridgeline. Price gives the order, and the first line of explosives detonates, devastating a large group of enemies.

Use your SAW to cut down any survivors and reinforcements that come charging up the hill.

Try to conserve your ammo as much as you can by firing the machinegun in short bursts. The enemies are grouped together, so you can take out several at once if you fire accurately. Plus, firing in short, controlled bursts increases your accuracy.

Eventually, the enemy deploys a smoke screen and fires mortars on your position. It's time to move back to the next chokepoint.

M249 SAW

The M249 is designated a Squad Automatic Weapon or SAW. This weapon is ideal for holding fortified points and mowing down large enemy groups at mid to long range when you don't need a lot of mobility.

The SAW is equipped with 5.56mm ammo and gigantic 100-round clips. It's ideal for cutting through swaths of enemies, and it's the perfect companion to the M21 sniper rifle. Just be ready for the reload time, which is significantly longer than regular fully automatic weapons.

Objective

Fall Back and Defend the Southwestern Approaches

Run up the hill to the downed helicopter. Crawl inside to find a Gatling gun still intact and mounted. Hold the A Button to activate the gun. To spool the Gatling gun, you can hold the Z Button (console version only) and press the B Button to open up on the enemy.

Keep your eye on the smoke to the left and fire at any approaching enemies.

After about 30 seconds of mowing down tangos, enemy helicopters approach. It's time to fall back to the next position. Before you do, use your Gatling gun to knock out some of the helicopters before they unload their troops.

Objective

Use the Detonators in the Tavern to Delay the Enemy Attack

Follow your squad back up the hill and enter the tavern to the northeast.

If you aren't already there, climb to the tavern's second floor. There's a detonator in each of the four windows on this floor.

Run to each detonator and hold the A Button to pick it up. When you're holding a detonator, press the B Button to trigger a large explosion in the center of the enemy troops.

You're done here, and it's time to retreat to the barn.

Objective

Fall Back to the Farm to the North

Follow your squad as they beat a path through the farmer's field. This place looks a lot different in the daytime, doesn't it?

When you enter the barn, you must find the Javelin to take out the tanks advancing on the village. Use your compass to find the Javelin. Once you have it, return outside and use it to demolish the four approaching tanks.

Objective

Survive Until the Helicopter Arrives

With the tanks neutralized, return inside to where you found the Javelin. Equip your weapons of choice and prepare for a big standoff with the enemy.

Luckily, you have one more awesome resource at your disposal. You can call in air strikes by pressing the appropriate **Inventory** button.

Summon an air strike on the enemy line, which you can see in the distance hiding in a big cloud of smoke. After you hold position for a few seconds, your extraction team lets you know there's no way they can get close to your LZ.

SAMs

The helicopters can't get near the farm because the enemy has established SAMs around the area. SAM stands for Surface-to-Air Missile. This type of defense can be deployed from the back of a truck, making them fully mobile in fluid combat situations.

Objective

Get to the LZ

Unfortunately, you and your squad have to make it back down the hill. To do this, you must do some running and gunning. The weapons with which you start this mission just aren't going to cut it. Switch out your heavy machinegun for a P90 in the barn.

advanced intel

Bombs Away

Remember that you have ten air strikes at your disposal in this mission. Whenever the enemy seems overwhelming, call in your jets to soften them up before you advance.

You have only four minutes to make it to the landing site, and enemies are everywhere. Move through the barn on the right. Run the right flank of the primary troop force that's hiding in a smoke cloud. As you cross the field on the other side of the barn, you run into a small group of enemies. Use your automatic weapon to take them out quickly before they notice you. Then continue down the hill.

You should be able to sprint a good distance down the hill before you encounter more enemies. They tend to congregate around each of Al-Asad's safe houses from the previous mission.

It's not the most direct route, but it's the path of least resistance. Crouch down and follow the main road that S-curves through the town. This should provide you with plenty of cover, and you can avoid cutting through any serious stacks of enemies.

There is a bunch of razor wire at the end of the road. Cut through the bushes on the right to find a hole in the fence. It leads down to the river bed where the helicopter lands.

Objective

Survive until the Helicopter Arrives

With two minutes left on the clock, the helicopter arrives and deploys its extraction team. Wait behind cover and, when the back of the helicopter opens up, hop aboard to complete the mission.

ACT 2.5

SINS OF THE FATHER

SPEC OPS — U.S. FORCES

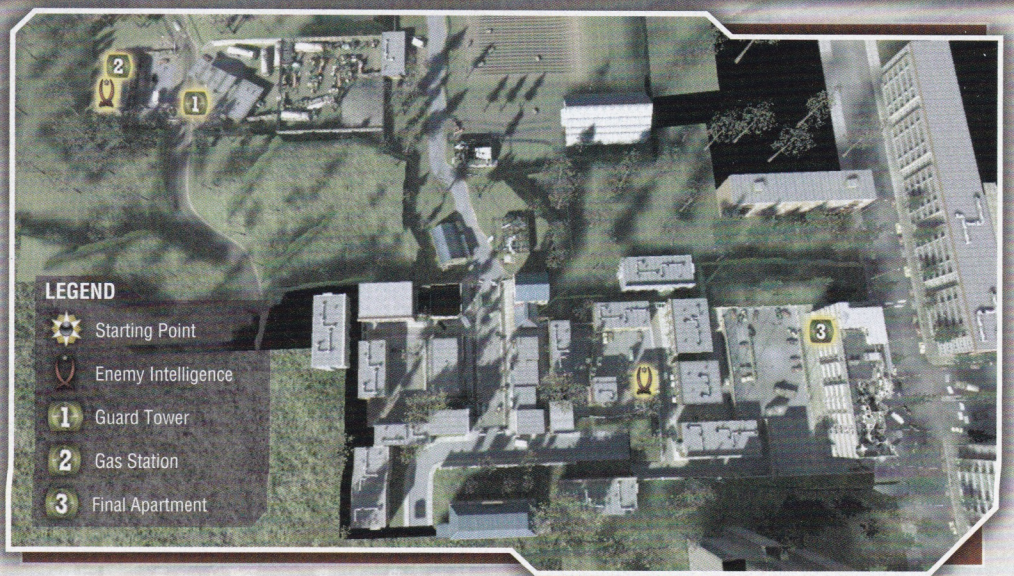
Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Southern Russia
Time	Day 4: 06:34:37

PRIMARY OBJECTIVE

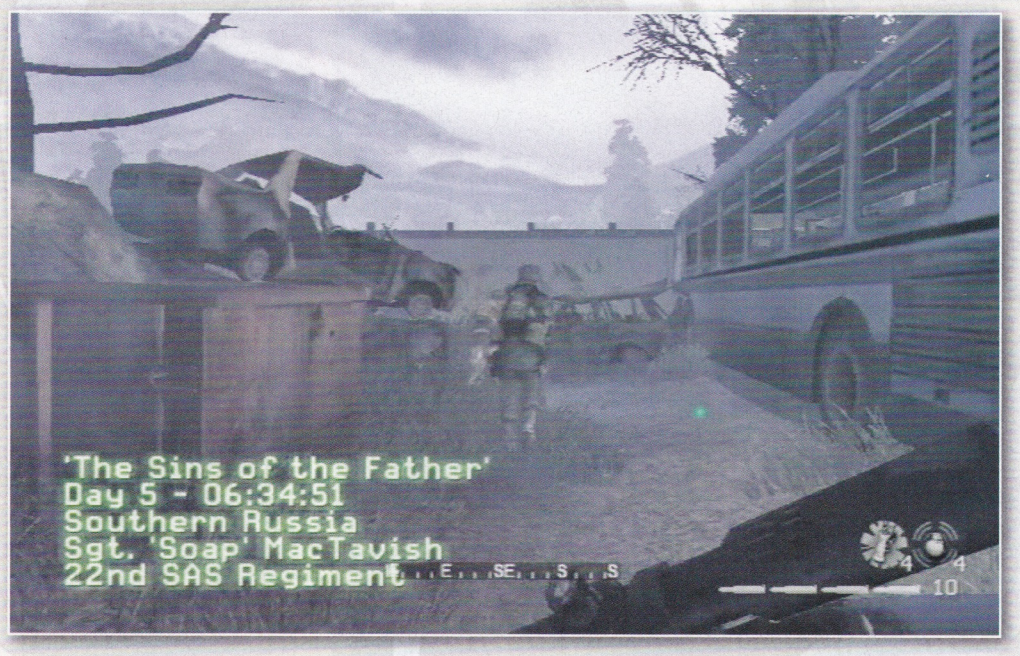
Ambush Zakhaev's son.

ARCADE MODE

Time Limit	12:00
Number of Intel Items	2
Starting Weapons	R700
	M1911 .45



WALKTHROUGH



The British Spec Ops and the U.S. Forces have joined to bring down Zakhaev for the horrible atrocity he committed by detonating the nuclear bomb. The first step to get to Zakhaev is to get to his son.

In this mission, you work with both the Spec Ops and U.S. squad members, so be aware of the slight uniform difference to avoid any friendly fire incidents. You shouldn't have much trouble with this, because you previously played as a U.S. soldier earlier in the game.

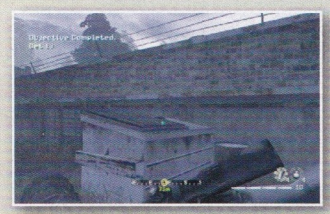
Objective

Locate the Enemy Checkpoint

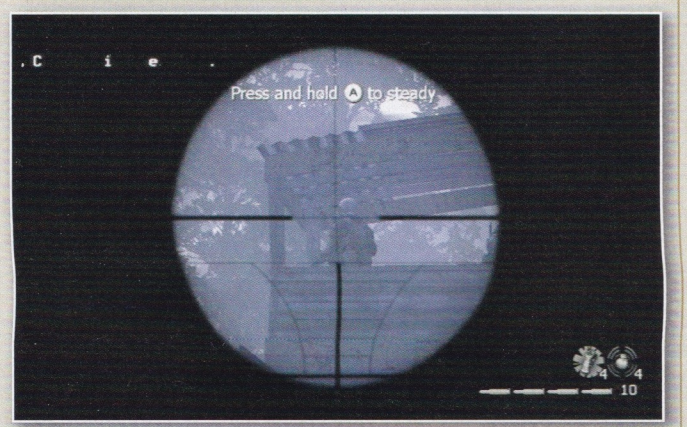
You start the mission in a junkyard. Follow the squad through, and when you get to the other side, Price orders you to take a position on a nearby dumpster.

Objective

Get in Position to Attack the Checkpoint



Jump onto the dumpster off to the left. Look for the tower guards to your left. When Price gives the order, take them out as quickly as you can with your sniper rifle.



After you take out the two guards in the tower, jump off the dumpster and provide backup for your squad as they clear out the gas station.

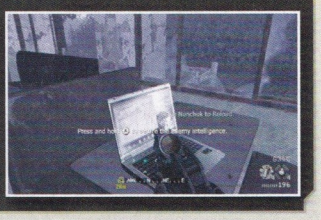
R700

The R700 is not like other sniper rifles you've used so far. Instead, this weapon is designed for smaller-scale assault situations. The gun is extremely powerful and fires a .308 round, but it holds only four rounds, and you start the mission with only twelve bullets.

As soon as you can, switch out this weapon for something more effective.

intel

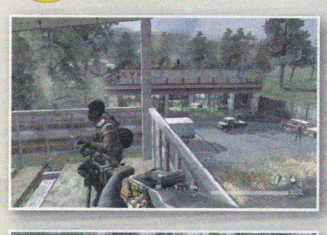
Before the scene fades out, run into the gas station's diner. The first intel laptop for the level sits on one of the tables inside.



Shortly thereafter, the scene fades out and you rejoin the action two hours later.

Objective

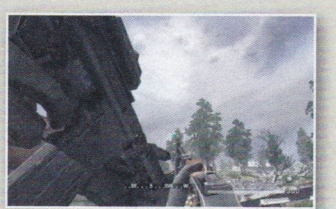
Ambush the Enemy Convoy



Your squad is now dressed as the Russians that Zakhaev's son is expecting. You're in the tower, taking the place of the two soldiers you killed previously. You are now armed with a RPD LMG. Your scout from earlier is on the ground in the hut. Since your secondary weapon is a pistol, feel free to switch it out for the sniper rifle or the nearby G36C. Watch your fire here: the good guys are dressed exactly like the bad guys.

It isn't long before the convoy arrives. Don't open fire on the convoy until Price gives you the order. Once a visual on Victor Zakhaev has been confirmed, open fire on the convoy. Focus on taking out the enemies that flow out of the truck at the front of the convoy. This ensures you avoid accidently hitting a comrade.

After you take out a few enemies, Zakhaev drives a vehicle into the tower on which you're standing, and you tumble to the ground.



Zakhaev's son somehow manages to get away in the confusion—it's up to you to catch him!

Objective

Hunt Down and Capture Zakhaev's Son

Sprint after Zakhaev as he runs through the junkyard. If you lose him during this sequence, just keep your eye on the compass, which tracks him throughout this section.

When you get to the building, watch out for the solo attack dog. Take it down before you exit back out onto the street. Zakhaev's son is running up the road on your right. Continue the chase and sprint after him.

When you approach the village, don't run down the street. Instead, duck into a house and continue through the village that way. Watch out for the enemies now stationed on the road, waiting to pick you off as you try to grab Zakhaev.

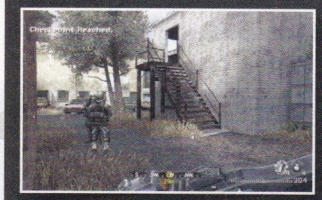
When you exit the other side of the house, use the doorway for cover as you fire on the enemies here. Zakhaev stops running, so take your time clearing the street before continuing the chase.

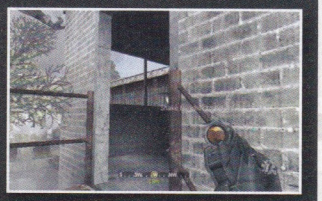
When the enemy starts to retreat, cut across the road to the northwest alleyway. Follow the alley through to intercept Zakhaev on his path.

When you get about halfway down this alley, you encounter three enemies that are unaware of your presence. Kill them quickly, then turn your attention to your right flank, where two more enemies approach and open fire on your group.

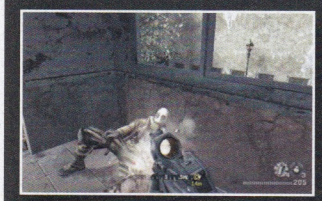
ALLEY CAT

Instead of taking the enemy head-on here, you can head off to the right while the rest of your squad approaches the front path. Round the corner to the right, and you should get a clean drop on two enemies here.





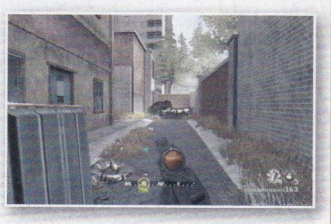
After you take them down, climb the stairs and take out the two bad guys perching from the second floor window. From this vantage point, it's easy to clear out the rest of the resistance in this area.



intel

You can find an enemy intel laptop sitting on a table on the second floor of the building north of this area (see the preceding "Alley Cat" flanking opportunity).

When you clear this large square, watch out for additional enemies attacking from the rooftops. Pick them off, and then turn your attention down the alley to the right. There's one enemy sitting next to the dumpster. Kill him and continue through.



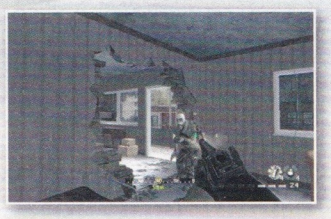
More enemies are on the left as you pop out the other side, and there are two more near a green car around the next corner.

When the helicopter pilot gives you an all-clear, proceed past the blown-out car. As you ascend the stairs, watch out for the heavy machinegun mounted at the top of the building to your right. Don't advance until your helicopter clears out the building.

As you approach the five-story building, you can see Zakhaev break a window just above, on the first floor. Enter the building to resume the chase. You now have to make your way through the apartments to close the distance. Zakhaev's son is trapped, so there is no need to rush as you clear the rooms.

Almost every room is full of enemies. Stay low and use the best short-range weapon you have to down all tangos in the apartment.

After you clear the immediate vicinity, you approach a burned-out section of apartments. Continue moving through, and keep your eyes to the sky to spot Zakhaev retreating up to the third floor. Press on up the stairs, but watch out for a second fortified machinegun position. Wait for your air support to take down the machinegun.



Advance to the machinegun nest's position to gain access to the next floor. The rest of the building is all clear; proceed all the way to roof to finally catch up with Zakhaev. Follow Price's orders to attempt to disarm your target.

You cannot prevent Zakhaev from committing suicide. Things are definitely not going well for the good guys.

ACT 3.1 ULTIMATUM

SPEC OPS — U.S. FORCES

Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Altay Mountains, Russia
Time	Day 6: 06:19:37

PRIMARY OBJECTIVE

Find SSgt. Griggs. Kill the power to the ICBM launch facility.

ARCADE MODE

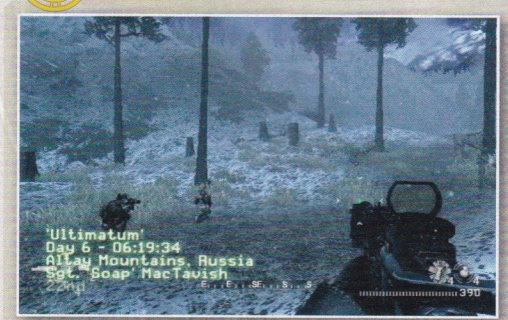
Time Limit	16:00
Number of Intel Items	2
Starting Weapons	M4A1 SOPMOD
	USP .45

WALKTHROUGH

With the demise of his son, Zakhaev is enraged and has decided to declare war on the whole of the western world. The only people that can stop him now are you and your squad.

Objective

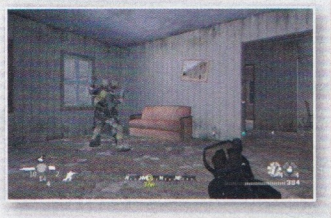
Locate SSgt. Griggs



After landing in Russia, your team discovers Staff Sergeant Griggs is not in position. His emergency beacon is signaling to the southwest. Follow Price as he leads your team up the nearby hill to investigate.

When a truck approaches your squad, take down the tangos inside before they have a chance to attack. Up ahead, you can see a group of enemies searching the area with flashlights. Stick close to Gaz as he moves through the trees.

On the other side, you find an entry point to Zakhaev's base. Follow Price as he moves through the building. Then hang back while he eliminates a guard unfortunate enough to have his back turned as he emerges from the basement.



Take point when Price gives the order to proceed to the second floor. Scale the staircase backwards. You can see an enemy leaning on a folding chair in the opposite room. Don't take him down yet; instead, move slowly to the far doorway.

A soldier stands just inside, smoking a cigarette. Take him down with your silenced weapon before he spots you, and then finish the guy on the folding chair.

If you're quick enough, you can avoid alerting the rest of the enemies in the bunkroom with the closed doors. If you mess up, four or five enemies burst out of the room. Use the doorways for cover and clear the area. One of the guards carries a M1014 Shotgun, an excellent replacement for your USP pistol.

After Gaz determines Griggs is not in the building, return downstairs and regroup with Price.

When you get outside, you have the difficult task of neutralizing two patrolling guards without alerting enemies in the surrounding buildings. To take them out, wait until the first visible guard approaches your position or moves off into a corner of the area.

Stay low behind Captain Price. When you're behind cover, shoot the guard in the head. Soon, another guard approaches to search his body. As soon as you get a visual on him, take him out with another headshot, and you are in the clear.

TAKING OUT THE TWO GUARDS

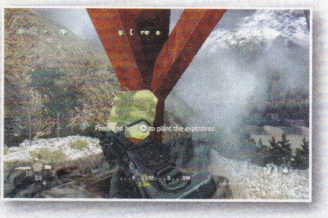
After clearing the first room, there is an easier way to take out the two outdoor patrols without getting noticed. If you cue the scripting of the patrols by following Price outside and staying hidden, they can go back inside to the first window on the room's left. This provides a perfect head shot vantage point on the rear patrol. Take him out, then quickly return to the door to take out the other patrol before he finds the body.

Now follow your squad into the next house.

Wait for Gaz to clear the bottom floor, and follow your squadmate up the stairs. Wait for Price to set up a charge, and get a good position behind some cover. Let Gaz and Price clear the room. Then move to Griggs to cut him loose by holding the A Button.

Objective

Destroy the Power Transmission Tower



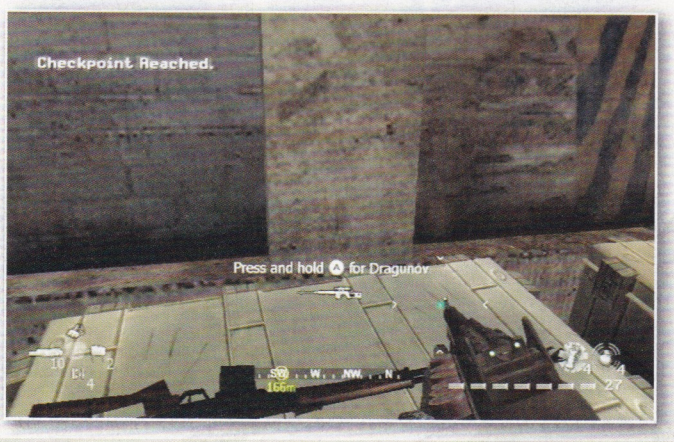
Your next target is the tower to the southwest. Follow your team toward the tower. When enemy helicopters approach, hit the dirt to avoid being detected.

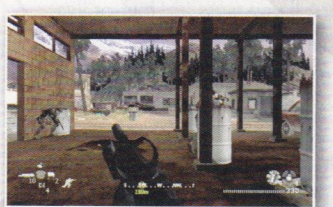
Now approach the tower's front legs and plant the C4 on each leg by pressing the **Use** button near the glowing C4 markers. After you set both charges, get a good distance away from the tower and press the **Fire** button to kill the power.

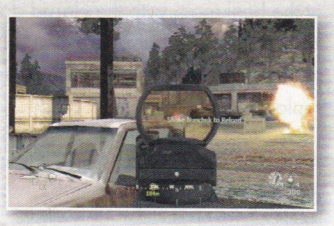
Taking out the power gives 2nd Squad a chance to breach the facility's perimeter. Wait for Gaz to breach the fence, and then follow the squad toward the facility.

Objective

Regroup with 2nd Squad

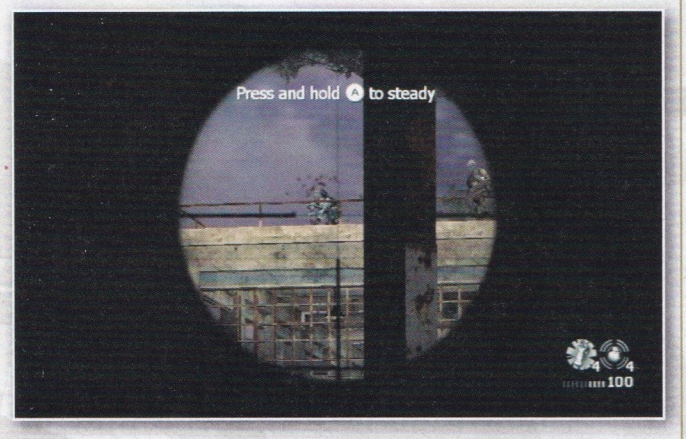






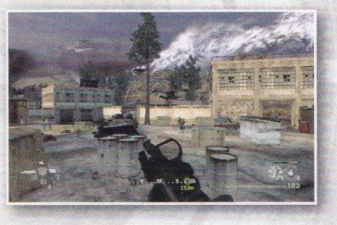
Just after you jump over the broken wall, you find a Dragonov and a shotgun, as well as some extra grenades, sitting on some crates. Take a breather and rearm before you move forward.

When you reach a garage, Gaz initiates combat with the enemy. Clear the area of tangos and move up to the west, toward your checkpoint. Watch out for RPG enemies on the rooftop of the building on the left. As soon as they arrive, enemy reinforcements attack from the building on the right.



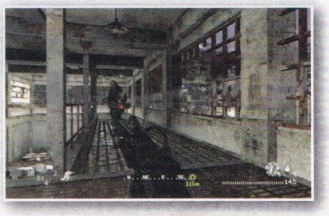
ICBM

Throughout this mission, you hear reference to Zakhaev's ICBM base, which is your target. ICBM stands for Intercontinental Ballistic Missile. Zakhaev has taken over an old Soviet base and now commandeers the power to launch a full-scale nuclear attack on the western hemisphere!



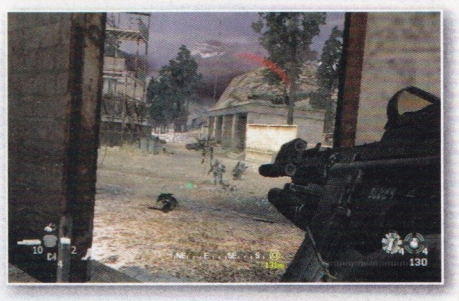
Stick behind cover and take out all of the enemies in the area. The best cover spot is just outside the garage in a small square building. It has windows so you can see enemies from all sides. Stay in here until Gaz gives the all-clear, and then move up the road.

Proceed through the warehouse here, and you run into another enemy fortification. When the copter drops troops in the area, use your M4A1 to drop them before they can run behind cover. You can also use the grenade launcher on these troops just as they start to rope out, killing two or three guys with one hit.



An RPG man hides behind a wooden panel on the tower to your left. Be sure to take him out before sends an RPG at your squad.

Eventually, Gaz gives you another all-clear and you can continue toward your regroup point. Move through the next building and crouch behind the barrel just outside the doorway.



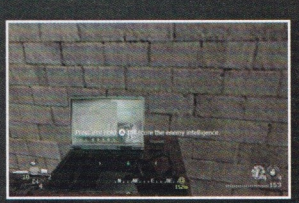
advanced intel

Russians Sure Know How to Make a Sniper Rifle!

You can find an SVD sniper rifle sitting next to the barrel here. This is the perfect weapon for picking off enemies, so switch it out for your pistol.

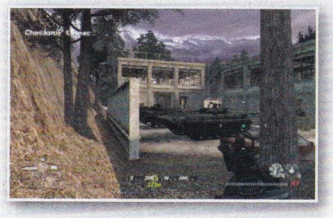
intel

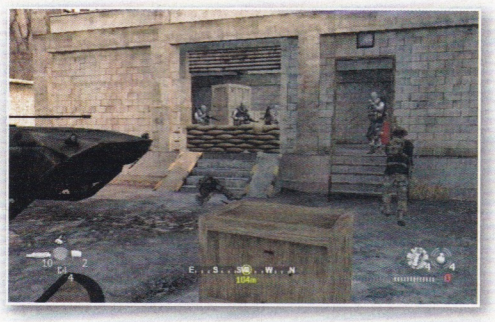
A laptop sits on a desk in the building directly west from the defensive point you hold during this sequence. It's the building with a grid of small square windows on its side.



After you clear out the enemies, enter and proceed into the room on the right to find it.

Watch out for the RPG wielders atop the buildings to the west. Take out those guys first. Then use the building here for cover, and strafe along the back to obtain new tangos and take them down. Watch out for grenades, as the enemy really likes to throw them at this point.





When the enemy stops shooting, move up into the buildings. You rendezvous with Captain Price and Griggs. Find effective cover in one of the buildings, and wait for the enemy troop trucks to arrive.

The window directly facing the arriving trucks is an ideal cover spot. Crouch here and pick off the enemy groups charging at you.

It shouldn't take long to wipe out this enemy group. When they stop shooting, carefully move up and take out any stragglers.

When you're ready to move on, walk southwest down the dirt road. As you move down the road, you can hear a klaxon sounding in the distance. Just ahead, the sniper team emerges in ghillie suits from the dense foliage.

Suddenly, two rockets blast off in the distance! The unimaginable has happened.

advanced intel

Keep the Good Weapons

If you don't quit out of the game when you complete this mission, you get to keep your current weapons for the beginning of the next level. This is very handy if you still possess a sniper rifle.

ACT 3.2 ALL IN

Spec Ops	U.S. Forces
Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Altay Mountains, Russia
Time	Day 4: 07:16:14

Primary Objective

Get inside the ICBM launch facility.

Arcade Mode

Time Limit	11:00
Number of Intel Items	2
Starting Weapons	Weapons carry over from the end of the previous mission.

Walkthrough

The mission has changed. You and your men must infiltrate the facility and disable the missiles before they can reach North America's eastern seaboard.

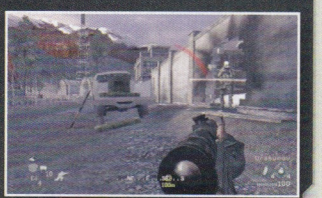
Objective

Gain Access to the Launch Facility

The chapter picks up right where the previous level concluded. Follow your squad as they make their way toward the facility.

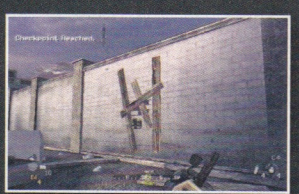
Keep the Good Weapons Redux

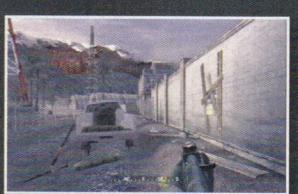
If you don't quit out of the game after you complete the previous mission, you get to keep the weapons with which you finish the previous level. This is very handy if you still have a sniper rifle from Ultimatum.



RPG STASH

Before entering the cargo container area with the first BMP, cut left around the wall near a parked pickup truck that flanks the enemy concentration. You'll see a hidden, glowing C4 objective on a cracked wall that you can blow up via the **Use** command. Several RPGs are located here as well, which makes the task of taking out the BMP a much easier ordeal.

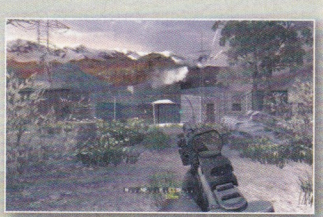


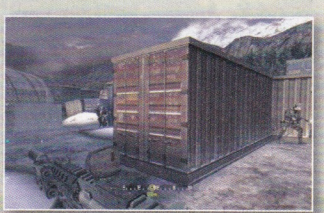


When you reach the large crates, the enemy is waiting for you. Clear out the first enemy line, and make your way up to the crates. Carefully navigate through the boxes—enemies are all over the place.

There's a heavy armored vehicle just behind this first line of tangos. Be very careful you don't get into its line of fire. The tank can take you down extremely quickly.

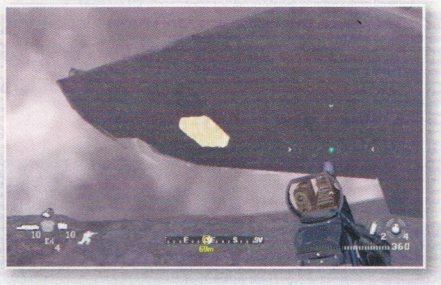
Avoid going prone here because the enemy has a lot of frag grenades; you may have to move very quickly to escape a blast.

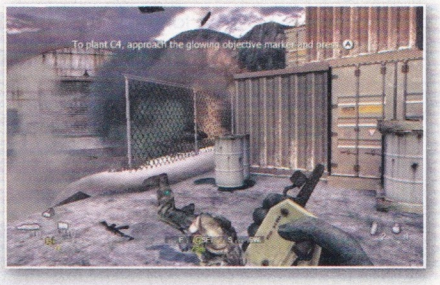




Once you emerge from the crate area, you must take out the tank patrolling the road. Your secondary grenades switch to smoke grenades. Throw down a lot of these smoke grenades, and then approach the front of the tank to plant a C4 charge on its underside.

Once you have the C4 in place, use the smoke to get out of there. Blow the C4 charge as soon as you're a few feet away.

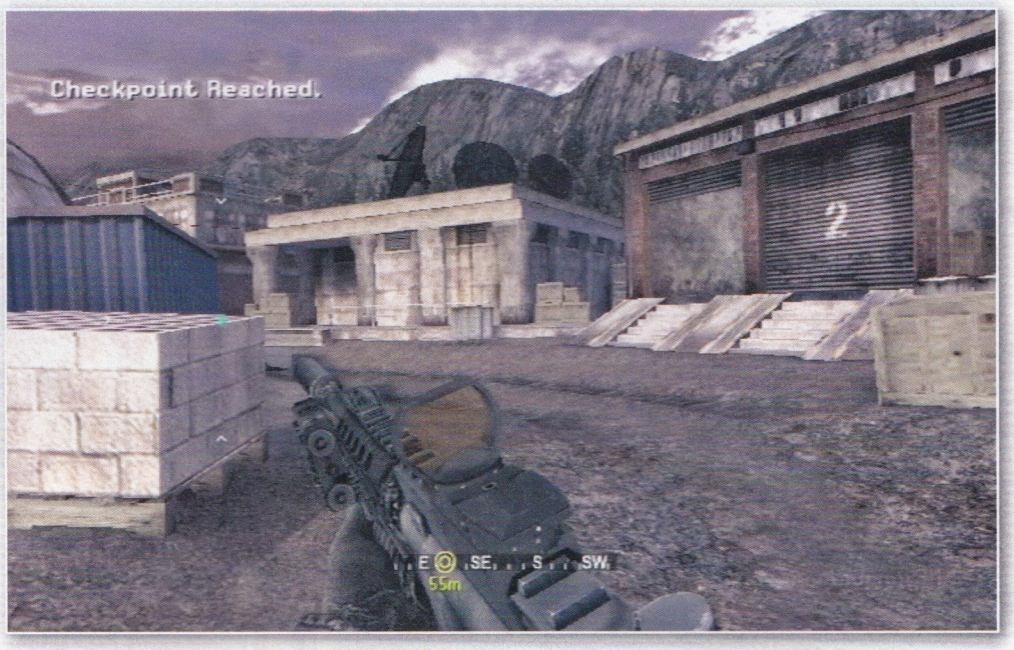


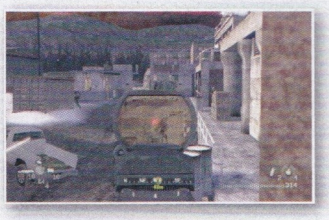


When you get past the tank, continue up the road. Find some cover so you can engage in the Russians running out of the buildings to your right. Pay special attention to the RPG soldier hiding behind a crate on the roof. He pops his head up and fires an RPG every few seconds.

While it may seem like there is an endless supply of enemies here, the safest course of action is to stay behind cover until you or your squadmates take care of all the enemies.

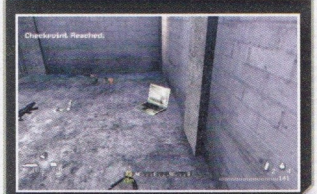
Follow Private Fleming when he moves up to blow the gate.





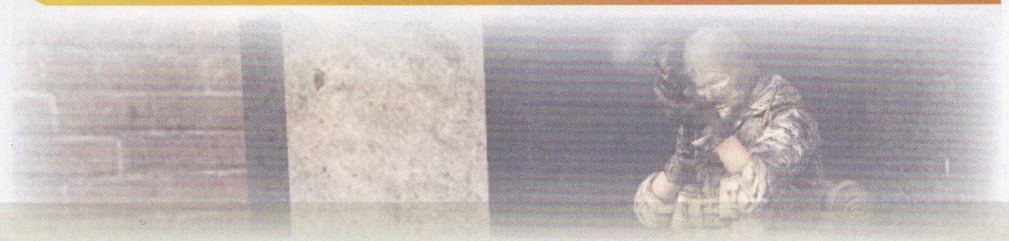
intel

To find the first piece of enemy intel, move through the alleyway to the south instead of immediately proceeding through the freshly blown gate. The laptop is at the end.



ALTERNATE PATH

There is another path that makes the open silo area much easier. If you go to the far left, there is a two-story building with a staircase. There is a balcony that overlooks the whole silo area, as well as a Javelin missile launcher, on the second floor. When you get up to the balcony, your squad quickly blows the gate and backs you up from below. This can make Veteran Mode much easier.

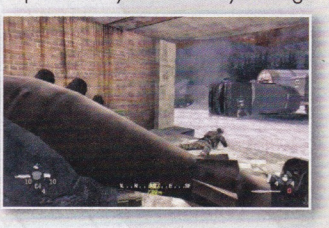


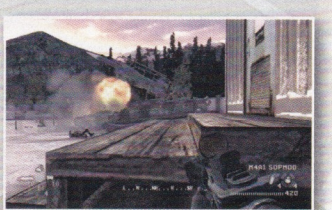
Objective

Destroy All Enemy Armor

Once you get through the gate, immediately find some cover. You must now take out the two tanks circling this area. You have three options: first, you can use smoke grenades to get close to the tanks, then plant C4 charges on each of them. Or you can find the RPGs, which are located around this area's perimeter, and use them to blow the tanks sky high. The number of RPGs available to you varies depending on the difficulty setting. There aren't many on the hardest settings. Alternatively you can try the tip listed on the previous page to gain access to a Javelin. Be warned, you are fighting in close quarters and it's very easy to accidently hit a friendly when destroying one of the enemy tanks with the javelin.

You must hit a tank with two direct RPG hits to disable it. RPGs are easy to locate; stick to cover and move from building to building. Most buildings have an RPG or two inside. Again, this depends on your difficulty setting.





advanced intel
Hidden Javelin

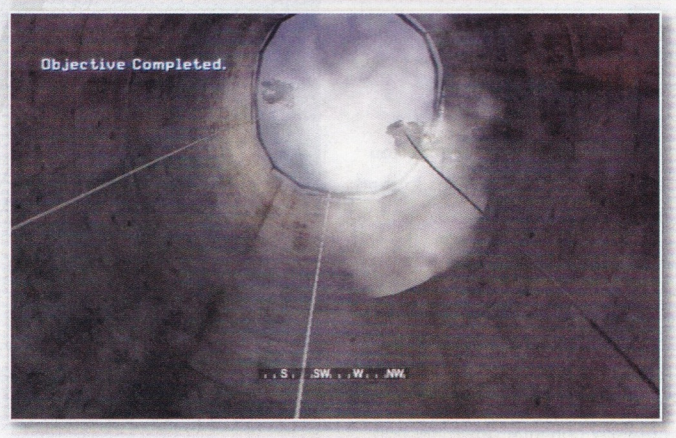
Whichever route you take, you must take out both tanks before you can move ahead.

intel

An enemy intelligence laptop is located in the southeastern warehouse. The laptop is sitting on the floor next to the right warehouse wall. You can also find a few RPGs here to help you take out one of the tanks.

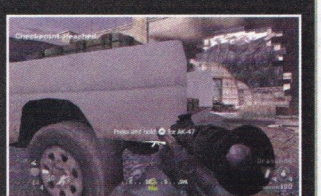
On Easy difficulty only, you can find a hidden Javelin in the back of the hangar that contains the enemy intelligence. It's against the left wall's rear, behind some crates. Scoring this makes taking down the two tanks a snap.

After the tanks go down, your team clears the rest of the launching area. Follow Griggs and wait for him to saw through your entry point to the facility. When the grate is clear, use the glowing rope to rappel down into the security station.



advanced intel
Keep on Keeping the Good Weapons

Once again, if you don't quit out of the game after you complete this mission, you get to keep the weapons you currently carry for the next mission.



ACT 3.3

NO FIGHTING IN THE WAR ROOM

SPEC OPS — U.S. FORCES

Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Northern Azerbaijan
Time	Day 4: 07:35:18

PRIMARY OBJECTIVE

Reach the control room and abort the nukes.

ARCADE MODE

Time Limit	14:00
Number of Intel Items	2
Starting Weapons	M4A1 SOPMOD
	USP .45

WALKTHROUGH

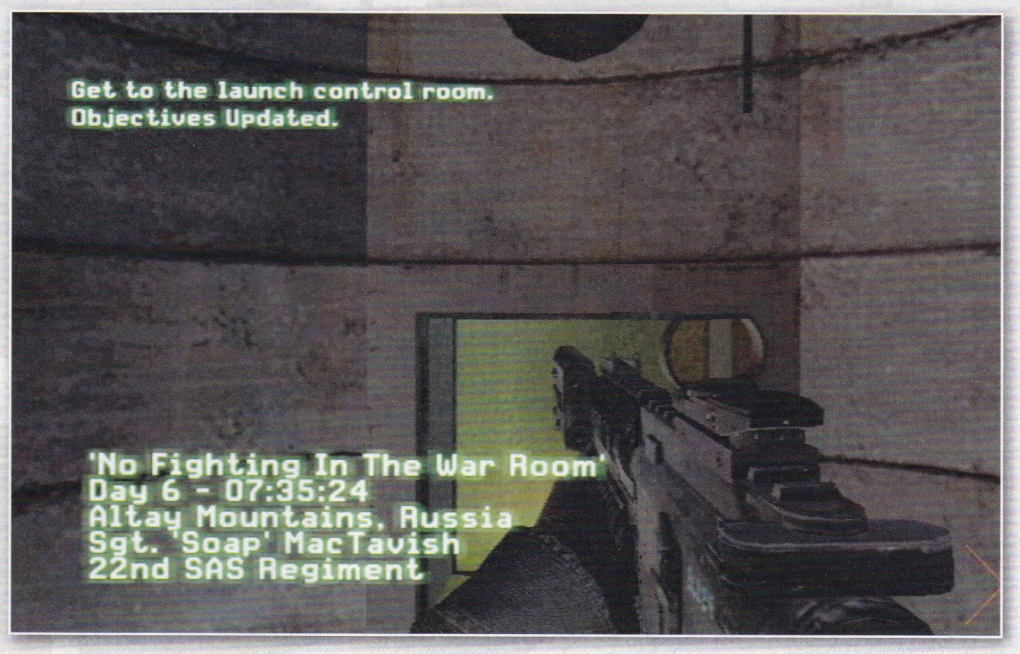
Objective

Get to the Launch Control Room

When the level starts, follow Griggs as he makes his way through the ventilation ducts. At the end of the pathway, drop down to the showers after Griggs.

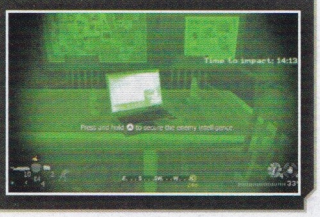
When Price gets an update on the situation, a timer initiates counting down the time remaining before the airborne missiles impact their targets. You have ten to fifteen minutes to send the abort code (depending on difficulty).

Take point and follow the right hallway. As you proceed down the hall, two enemies approach you. Neutralize them and carefully continue down the hall. Wait a moment for an enemy to approach on the right. Take him down and then find some cover. Watch out for additional enemies coming from the kitchen area.

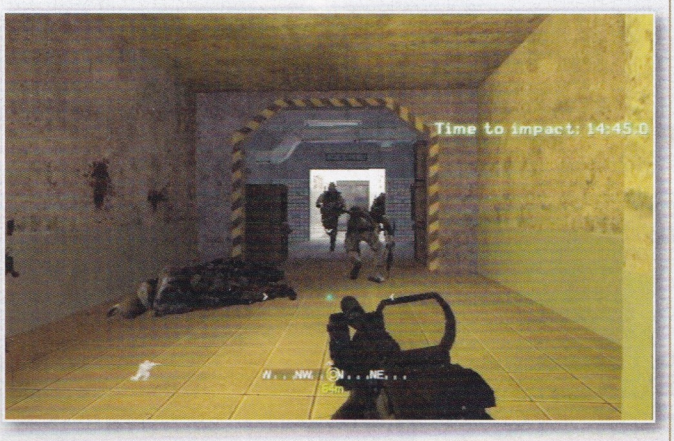


intel

Instead of heading down the right hallway, head left. When you get past the locker rooms, the first piece of intel sits on a meeting room table in a darkened room on your left.



When it's clear, carefully edge out into the hall on your right. Two or three more enemies are camped there behind a wooden table. Remember that you can fire through wood, so you can shoot them even if they duck back behind cover.



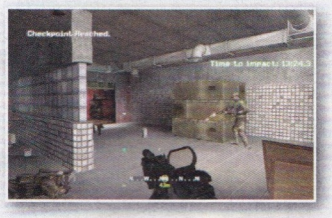
DINNER IS SERVED

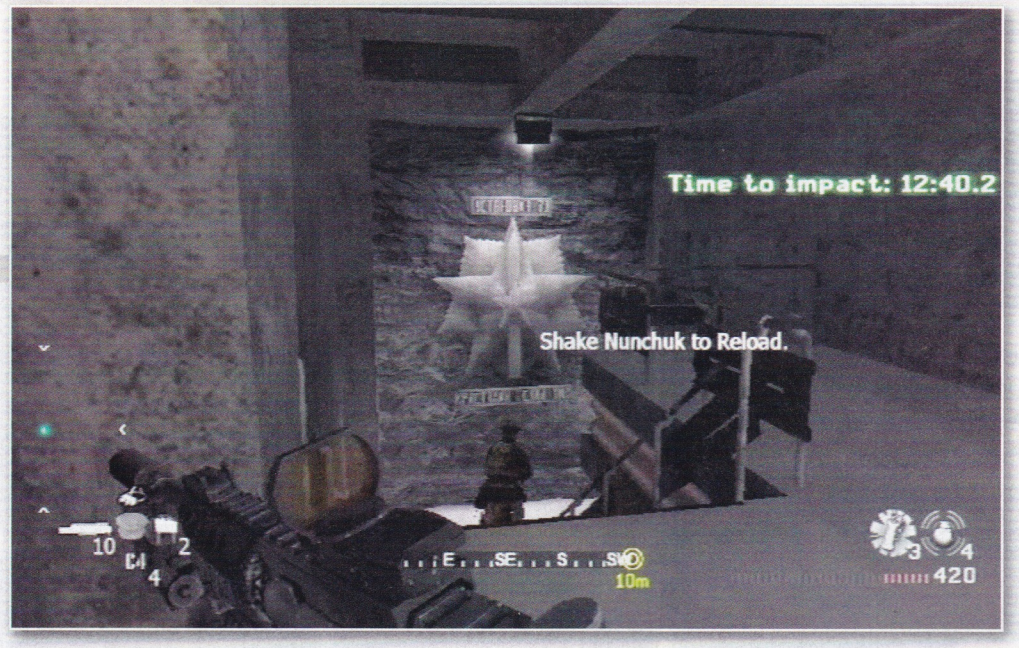
You can let Price and Griggs move into the main cafeteria area. Instead of following them, head into the kitchen directly ahead. From there, you can get an excellent vantage point on the enemy and take them down from their right flank.

Follow Griggs and Price into the kitchen area and find some cover. Two enemy waves approach. You must kill them all before you can advance.

After the dust settles, continue forward toward the source of the charging enemies. Several more tangos are in the hallway here. Hang back and pick them off with your M4A1 before you continue onward.

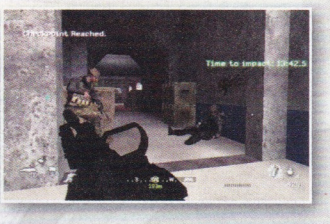
The hallway dumps into another heavily fortified room. Wait for Price and Griggs. Then use cover to safely eliminate the enemy presence.

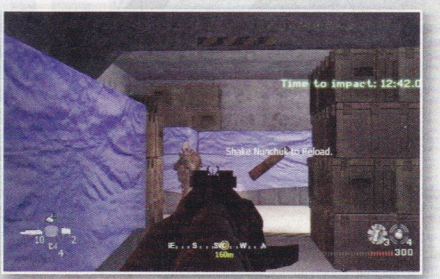




Descend the stairs to another hallway similarly filled with tangos. As you move down the hallway, use caution at the four-way intersection. Both your left and right flanks have sentries, so you must carefully clear both sides, starting with the right.

Pick either direction of the T-intersection to move further into the facility.



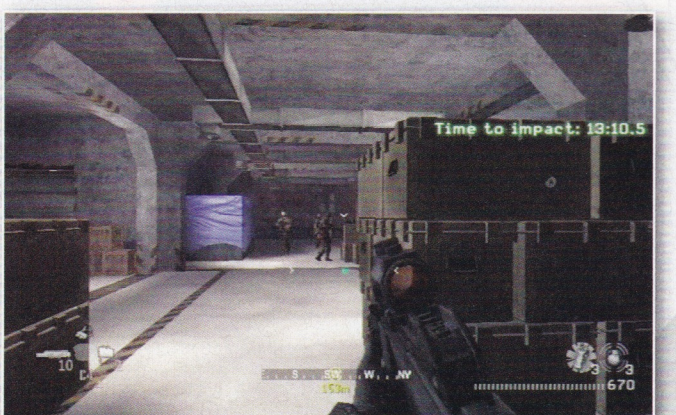


advanced intel

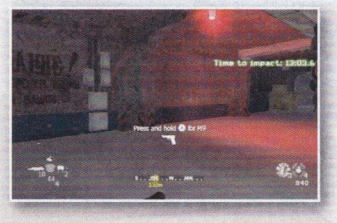
The Shotgun is Your Friend

This level contains the most intense close-quarters battle in the game. Luckily, many fallen enemies drop shotguns. As soon as you can locate one, grab it and use it in tight spots for the rest of the level.

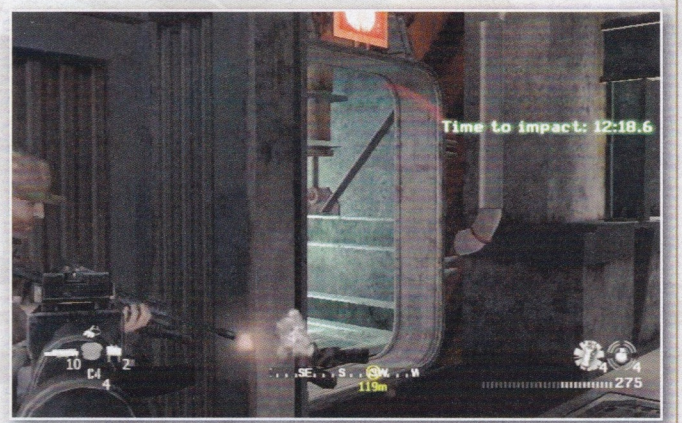
Carefully move from crate to crate, and listen for the enemy who does a lot of yelling. Try not to worry too much about the clock. Instead, focus on being patient and not moving forward until you're sure you've neutralized the enemies ahead of you.



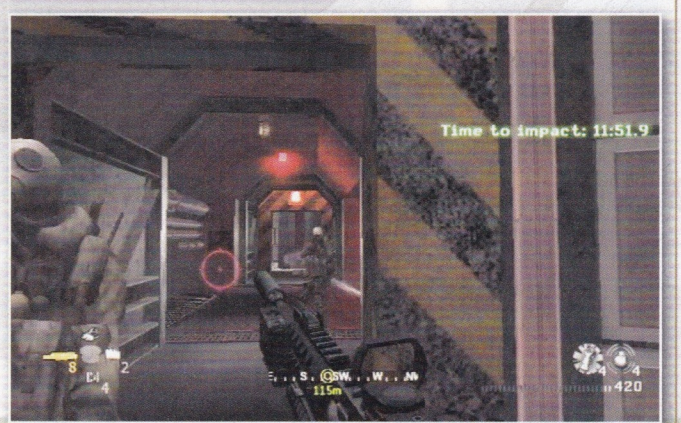
As you cross each hallway intersection, be sure to check it for tangos, and use your long-range weapons to pick off any you see. When you finally reach the back of this room, you tag a checkpoint and can move to the next stretch.



This hallway is also filled with tangos. There's another four-way intersection. This time, you can't move down the middle path because it's barricaded. Carefully move down the hall, using your shotgun to clear out any Russians before you move forward. To safely clear the intersection, switch to the grenade launcher on your M4A1. Pop out each side, launching a grenade down to the end to clear each tunnel.



Follow either path to the corner, but be very careful of additional troops waiting for you in the next tunnel. This is quite possibly the hardest segment of the game. Be very cautious as you try to complete this section. This is also the last section before you make it to the control room. As long as you have at least three minutes left when you clear the area, you should be okay.

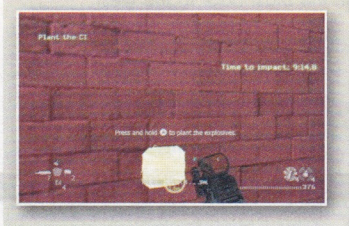


Once you make it to the end, you have only a few seconds to make it out before a rocket blasts off, roasting everyone and everything in the area. Follow Price and Gaz through the blast door to the west.

One last hallway to clear, but this one goes much quicker, as Price helps. The enemies don't have much cover as they charge up the hall. When all of the enemies are neutralized, follow Price down the hall to a dead-end.

Objective

Plant the C4 on the Wall to the Launch Control Room

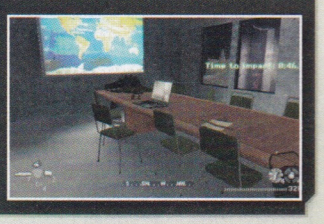


Plant some C4 on the outline you can see on the wall. Blow the wall, and move in to help Team Two clear out the control room. As soon as the room is cleared of enemies, move to the glowing control panel about midway up the bank of computers.

Hold the **Use** button until the white bar fills to upload the abort codes and stop the missiles before they detonate.

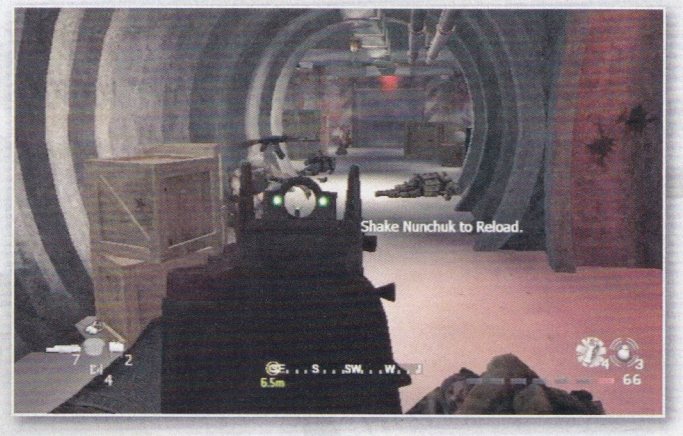
Intel

The game's last piece of enemy intel is in the meeting room just above the main control room. Go to the control room's right side and climb the stairs to find the meeting room.



Objective

Follow Captain Price



Watch the intel update on the big screen, and then follow Captain Price.

Heading back the way you came, the enemy hasn't given up yet. There are more enemies in the hallway and then the room beyond, but it's nothing you haven't faced before, and now you don't have to worry about the time limit.

Use up any M4A1 grenades you have left in the launcher, and proceed to the large elevator.

When the elevator stops, get out and follow Price to the vehicle depot. You must kill all the enemies in this warehouse before you can use one of the vehicles to make your escape.

Use up any explosives you have left on the enemies here. Congratulations would be in order, but it's not over yet!

ACT 3.4 GAME OVER

SPEC OPS — U.S. FORCES

Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Northern Azerbaijan
Time	Day 6: 08:25:11

PRIMARY OBJECTIVE

Get the hell out of there!

ARCADE MODE

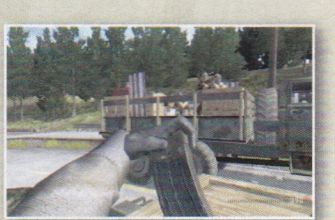
Time Limit	9:00
Number of Intel Items	0
Starting Weapons	M4A1 SOPMOD
	M1014

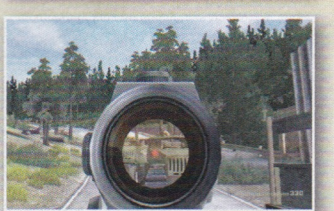
WALKTHROUGH

As this level starts, you find yourself on the back of a truck racing away from the missile base. The Russians are still after you, so you must fend off their trucks until you can make your escape.

Objective

Survive the Escape!

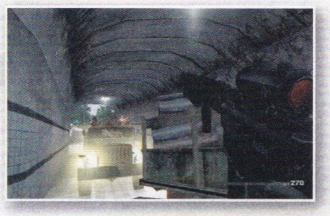




Each truck carries approximately six soldiers. You don't have to worry about your own truck's path, but you must keep the soldiers in the backs of the trucks from firing on your crew.

As soon as the enemies in the first two trucks pop their heads out, use your rifle to pick them off. It's not easy inside your moving truck, but if you fire in quick bursts, you should be able to kill most of them.

After the first truck explodes, watch out for a truck with an RPG soldier in the back. While he's not very accurate with the RPG, it's game over if he manages to hit you.



Next up is a deadly helicopter firing missiles at you. You can switch to an RPG by holding the A Button. Successfully hitting the helicopter is extremely difficult, but taking it out doesn't prevent the bridge from exploding in front of and under the truck.

After you're thrown clear of the vehicle, you find yourself at the edge of the bridge that's about to collapse. Turn around and follow Price as he crawls up the bridge to a defensive position.

The enemy approaches quickly, and you no longer have an exit plan. Luckily, your squad's old friend, Kamarov, is nearly. He gives you an ETA of three minutes before he can arrive to extract you.

Find a good spot on the bridge and start picking off the approaching enemies.

Unfortunately, before Kamarov can arrive to help you, an enemy helicopter flies in and blows up a tipped over tanker truck, stunning or wounding most of your squad.

All you can do is watch as Zakhaev approaches your squad and begins executing them. Suddenly, an explosion rips through a nearby helicopter. Zakhaev is distracted and Price tosses you a .45.

You have one chance to take down Zakhaev for good. Can you do it?

Zakhaev is flanked by two of his soldiers. Don't worry about headshots here—it's one shot, one kill. Start with the enemy on the left, then Zakhaev, and finally the enemy on the right. If you can pull it off, congratulations—you've won the war!

MILE HIGH CLUB

Spec Ops

Soldier	???
Rank	Sergeant
Division	22nd Regiment
Location	???
Time	???

Primary Objective

???

Arcade Mode

Time Limit	4:00
Number of Intel Items	0
Starting Weapons	MP5SD
	USP .45 Suppressed

Walkthrough

As a reward for completing the game, you unlock this bonus level. This mission takes place after the credits if it is not loaded from the menu. It's short, but quick-paced and a lot of fun.

Objective: Secure the VIP

Your mission here is to move to the plane's upper level and secure a VIP, who is being held hostage by unknown enemies. The plane is full of them, so I hope you brought your battle reflexes. There are a couple P90s in the level, which can make this mission much easier on harder difficulties.

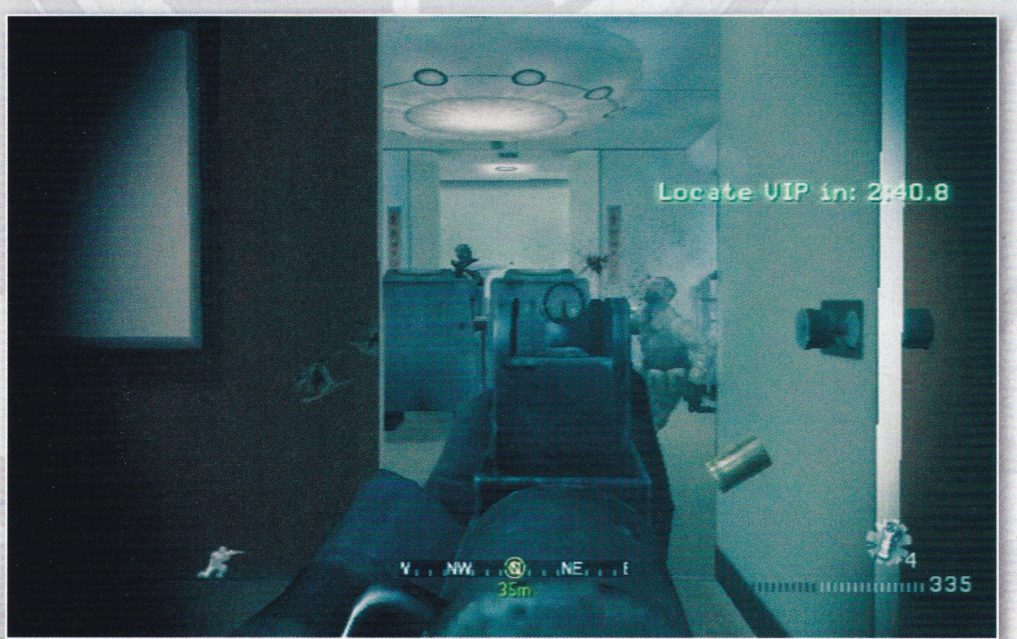
Once your squadmates cut through the ceiling, weapons are free as soon as you step forward. You have limited time to make your way through each section of the plane, eliminating all the enemies in each section.

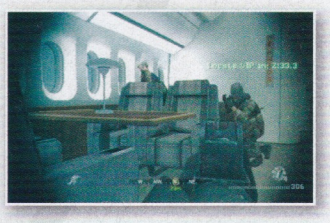
There are no checkpoints in the first part of this mission, so be extra careful not to take too much damage, or you have to start back at the beginning.

advanced intel

Flashbangs Are Your Friends

In a tight space like this, flashbangs can help take down large groups of advancing enemies. Just make sure you look away before the flash.





All of the civilians on this plane have already been killed, so you don't have to worry about taking down innocent bystanders on this mission.

When the enemy steps out of the bathroom on your left, open up on him. Fire down into the first cabin, and as soon as you're in range, toss a flashbang to clear out the section.

The next cabin is also full of enemies, but a well-aimed flashbang should make wiping them out with your MP5 a cakewalk.

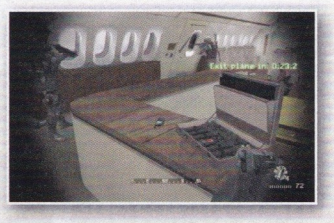
Quickly make your way to the back of the cabin, ignore the cabin breech, and proceed upstairs. More separatists advance on you. Wipe them out, but continue to move forward. Remember that you have a very strict time limit.

Clear out the second-floor cabin with another flashbang, and continue moving along as quickly as you can. Watch out for the shotgun guy at the end of the next corridor. Quickly dispose of him and move forward to the front of the plane.

As you approach the double doors, they suddenly burst open, and you automatically switch to your handgun as the game proceeds in slow motion.

You must make the perfect shot here to avoid hitting the VIP. Aim for just above the VIP's head to take down the tango. Although you can go for the leg shot as well, note that a single headshot is required to complete the mission on Veteran difficulty.

If you succeed, you have only thirty seconds to get off the plane as quickly as you can. Wait for your squadmate to open the plane's side door, and then jump out to successfully complete the mission.



MULTIPLAYER COVERAGE

Introduction

You're about to begin one of the most intense battles ever played online. It's lucky for you that you've acquired a file that contains everything you'll need to survive any battle. Whether you're a squeaky-clean noob or a hardened online veteran, this classified section will provide you with valuable intelligence on everything from making it from Private to Prestige mode, to UAV data on all locations.

This section contains documentation on all of your weaponry, attachments, perks, ranks, challenges, kill streak bonuses, satellite data on every location you'll see throughout your tour, and more. This document will train your team to infiltrate some of the most impenetrable locations without detection or loss of life, and eliminate your enemies with extreme prejudice. You'll be fighting against some of the most elite soldiers in the world, and you'll have all the tools you'll need to make them look like boot camp washouts. Take it all in and have it at the ready, because you're being called to duty...

Basic Training

Multiplayer Overview

Multiplayer battles in *Call of Duty: Modern Warfare: Reflex Edition* range from 1 vs. 1 cage matches to insane 10-player ground wars. You'll have several weapons in each class to choose from, depending on your style of play or the location where you're fighting. Weapon attachments become available as you prove your worth on the battlefield, but nothing comes easy. This section contains all of the features you can eventually access and tells you how to best use them, when and where. Special abilities called "Perks" will also be at your fingertips, but again, you have to work for them. Along the way, you'll be challenged with innumerable tests that you'll be rewarded for at every turn. Your enemies will know you've completed these when they see the flash of your golden weapon.

HUD and Crosshairs

Your heads up display (HUD) shows you everything you need at a glance, including radar, which will display your own team's individual positions and enemy positions when UAVs are called in, or when an enemy fires a non-silenced weapon. Enemy radar blips don't stay visible forever, so be quick about eliminating them. Your ammo count doesn't display how many magazines you're carrying, but the total number of rounds that you have with you. The bullet icons gray out as you fire each round, and the number of rounds remaining also decreases. There are two icons above your round count that display how many special and frag grenades you have left. You can also see the faction logo depicting which team you're on, and the current score for each team. The time left in the round is also displayed next to the score. Bear in mind that most of these elements will be removed when hardcore mode is enabled. At the bottom of the screen, there are circles to depict inventory items you have: night vision, grenade launcher, etc. The HUD also displays who killed who, with an icon of the weapon used to kill that player. At the very bottom of the screen, spanning the width of the display, is your rank meter. This meter fills in with yellow as you progress to the next level and gain experience points. This meter only appears if you are playing online in a regular match.

Your crosshairs give you some great information. Anytime one of your bullets hits another player, your crosshairs turn from a + to an x to confirm the hit. In addition, stun grenades also turn your crosshairs from a + to an x. Use this intel to verify if your stun grenade has worked. The crosshairs spread apart as you move, encompassing the area where your rounds will land if you fire on the run. The crosshairs contract when you stop moving, and contract even more when you change stances from upright to crouched to prone.

Where's My Life Meter?

There isn't one. Your health regenerates over time. The only way to tell how much life you have is when you actually take damage. The borders of your screen turn red and pulse when you get hit. When the red fades away, you're back to full health again. The red bloodshot graphic encroaches on your screen, minimizing your view. When it gets really red and you can barely see, take cover, because the next shot or bad step you take will end your life.

Basic Movement

Always try to move from cover to cover and use your environment to your advantage. If someone is shooting at you from a lower point than you are, crouch behind something to reduce their angle of effectiveness. Look for high ground to get the drop on your enemies. Crouch or go prone for a higher level of accuracy. Always try to burst fire (shoot just a few bullets at a time, then reacquire your target and shoot a few more bullets) for the best accuracy and round conservation. Always look for ways to outsmart your enemies, like good flanking routes, underground passages, catwalks, etc. Try not to keep making the same moves and decisions, or your enemies will catch on.

Getting Online

You have six options: Find a Game, Private Match, Create a Class, Barracks, Party Invite, and Region.

FIND A GAME	This option will throw you into the heat of battle based on the type of war you want to fight. Your options include everything from Free-for-All to Old School modes, and the number of soldiers ranges from 1 vs. 1 Cage Matches to insane 5 vs. 5 Hardcore Mercenary Team Deathmatch battles. You can also vote to skip the next map in the rotation. Remember that you can only vote once per map.
PRIVATE MATCH	Private matches are not ranked. You don't gain experience points toward unlockables. This option is best suited for clans to set up matches. You have full control over every aspect of the room, from the modes and maps to time limits, point limits, number of lives, and even perks-off and headshots-only settings. Use your imagination to create everything from hardcore tactical battles to incredibly fun old school variations. There are a lot of options, so customize away!
CREATE A CLASS	Your loadout room. You can create up to five custom classes and rename them anything you like: "SMG Class", "My Shotgunner," etc. These are very handy to have if the dynamics of a battle change. Create custom classes for any unexpected battle situations that may arise. Later in this guide, we'll suggest some great custom class setups for use on certain maps.

Perks

Perks are special abilities that you unlock as you gain experience points throughout your career. Three groups of perks are available to you. They're sectioned off so that you can't overload yourself with ridiculous combinations of special abilities, making you impossible to kill, find, etc. Choosing the right combinations of perks and weapon loadouts for the map will be key to your success on the battlefield. We will suggest some great custom class setups and perk combinations throughout this guide, so look for them as you read on.

Here's a list of all perks available in the game, descriptions of each one, and the group in which they're contained.

PERK 1

PERK NAME	DESCRIPTION
C-4 x2	Carry 2 packs of C-4
Special Grenade x3	Flash or stun (smoke is not available)
RPG-7 x2	Carry 2 rocket propelled grenades
Claymore x2	Carry 2 set-and-forget Claymores
Frag x3	Carry 3 frag grenades instead of just 1
Bandolier	Carry extra magazines for all of your weapons
Bomb Squad	Ability to detect enemy explosives even through walls

Perk 2

Perk Name	Description
Stopping Power	Increased bullet damage
Juggernaut	Increased health
Sleight of Hand	Faster reloads
Double Tap	Increased rate of fire
Over Kill	Carry 2 primary weapons
UAV Jammer	Undetectable on enemy radar when UAVs are deployed
Sonic Boom	Higher explosive damage

Perk 3

Perk Name	Description
Extreme Conditioning	Run for longer distances
Steady Aim	Accuracy of aim when firing from the hip
Last Stand	Attack with your side arm or knife for 15 seconds before you bleed out. Can be ended prematurely if the player is shot. Does not appear at all if too much damage is inflicted (e.g. RPG to the face)
Martyrdom	Drop a live grenade when you die
Deep Impact	Deeper bullet penetration
Iron Lung	Hold breath longer
Dead Silence	Make less noise while moving

Barracks

This is where you can view your stats and progress in the game. The Barracks contain all of your leaderboards, challenges, and prestige mode options.

LEADERBOARDS

SCORE	Check your overall score in the game.
WINS	Compare your wins against your friends. Displayed from most to least kills, win to loss ratio, and winning streak.
KILLS	View your total kills, displayed from most to least as compared to your friends.
ACCURACY	Check out which one of your friends has the best aim.
CHALLENGES	Complete challenges in several categories to unlock things like weapons, attachments, and weapon camo.
PRESTIGE MODE	Think you've ranked yourself up all the way? Think again. Once you hit the top rank, you're given the option to start again and wipe your slate clean. Why would you want to do this? To show everyone how badass you really are! When you enter Prestige mode, you start again at level 1, but you're given a special icon next to your name that replaces your rank icon. This icon lets everyone know that you've seen the end of war, and you've come back to show the rest of the world how to see it too. There are 10 levels of Prestige. That's right, you can achieve level 55 ten times over! There are 10 different Prestige rank icons that display your status:

Prestige Level 1	Prestige Level 2	Prestige Level 3	Prestige Level 4	Prestige Level 5
Prestige Level 6	Prestige Level 7	Prestige Level 8	Prestige Level 9	Prestige Level 10

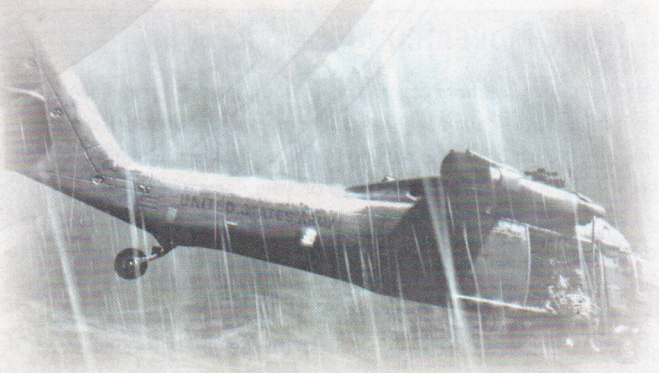
PARTY INVITE

A party is a group of your friends that you can keep together while playing. You can invite up to nine players to your public party. Party members stay on the same team during play, which is great for clans that only have a few members logged on but want to play together as a team in public rooms. To create a party, just click Party Invite and select the players you want to add from your friends list. Wait for them to enter the party lobby, and then find a match or create a private match. The system will find a room large enough to house your entire party. If the party leader leaves the room, the other players don't leave. They must exit the room on their own and go back to the party lobby.

Weapons and Attachments

Throughout your tour, you'll have access to 26 weapons in total (not counting gold versions), which unlock as you gain experience points. They range from handguns to shotguns, submachine guns, light machine guns, and sniper rifles. The decision of which weapon is right for the job is yours. To create the most efficient loadout, be sure to consider the location in which you'll be fighting and the perks available to you.

PRIMARY WEAPON	This weapon is directly related to your character's mobility on the battlefield. An LMG will make you run much more slowly than an SMG. You may decide that you want to choose an SMG as your primary for extra mobility, but once you unlock the Overkill perk, you get the ability to carry 2 primary weapons. This will allow you to choose a high-mobility weapon while still carrying a heavy weapon and retaining your battlefield agility. Your primary weapon also dictates what outfit you wear in battle. If you choose a sniper rifle for your main weapon, you'll be wearing a ghillie suit (Russian maps only). Remember that the grenade launcher and front grip will disable Perk 1, so make your choices wisely.
SIDE ARM	This is your pistol. You can attach a silencer when you need to remain concealed but still need to put someone down. Choose a side arm that best suits your style of play or the map. If you select Last Stand as one of your perks, you'll have to decide whether you want to have more stopping power with something like the Desert Eagle or more rounds with something like the M1911. The choice is yours.
SPECIAL GRENADE	Special grenades consist of Smoke, Flash, and Stun grenades. Select the set that's most appropriate to your role or style of play. If you're fighting on a map that has lots of fortifiable buildings/areas, choose either a flash to blind the campers or a stun to disorient them and breach the area without much resistance. Note that stun grenades will reorient your crosshairs from a + to an x to let you know that you've actually stunned someone, and that it's safe to enter and clear. Flash grenades deafen and blind enemies, so use them to aid in clearing enemies who have dug into buildings. Pop smoke to provide cover, allowing you and your team to cross heavily guarded areas or get out of situations where you've been pinned down. You can also use smoke as a distraction. Throw smoke at one crossing, then advance the opposite way. Mix up your use of smoke to keep the enemy guessing.

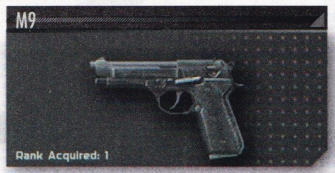


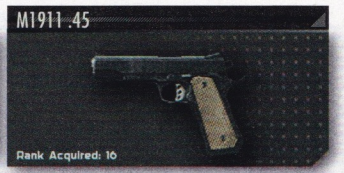
SEA SNIPER TIP

Higher-ranked players have a definite advantage. Check the many charts in this guide to see what you must do to rank up.

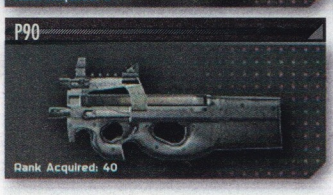
The following tables list the available weapons, along with the character rank at which they're unlocked:

Side Arms

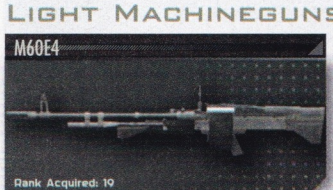


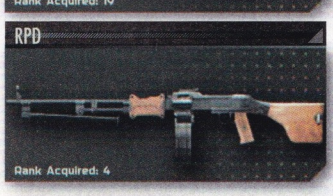


Sub Machineguns



Light Machineguns

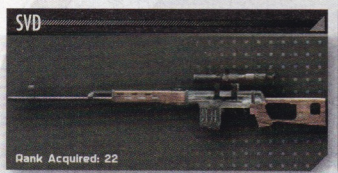


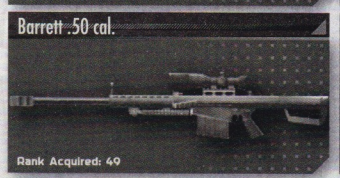


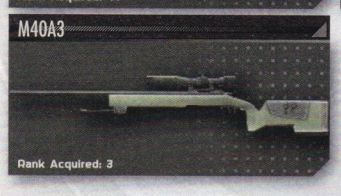
Shotguns

Assault Rifles

Sniper Rifles







Weapon Attachments

You can add these items to your primary weapons. Not all attachments are available for all weapons, and almost all are unlocked via the challenges. Always choose the right tool for the job, and remember that some attachments come at a price. For instance, using the grenade launcher disables the use of Perk 1. And remember, you can choose only one attachment for your weapon.

RED DOT SIGHT	This sight offers a clear aiming point unobstructed by your weapon's iron sights. Choose this attachment when you're running and gunning, because it enables you to quickly acquire targets from any stance. Great all-purpose scope.
ACOG SCOPE	This attachment offers much more zoom than the red dot. However, it takes a bit longer to acquire your target. It's best used for stealth players who like to stay on the move and shoot from medium to long distances. This is a great addition to your weapon when you just can't seem to hit someone and need a bit more zoom. Very accurate. For best results, try to burst fire when attaching this to an assault rifle.
SILENCER	Maintain utter silence and keep them guessing by attaching a silencer to your primary weapon. This allows you to fire at will while remaining undetectable on enemy radar (aside from UAV sweeps). Enemies might know your general area, but won't be able to pinpoint your location unless they call in a UAV.
GRENADE LAUNCHER	A great attachment for medium-sized maps. Remember that this attachment disables Perk 1, so don't make this decision lightly. While this is listed as an attachment, it's more of a weapon. Combined with the Sonic Boom Perk, this is a devastating force to be reckoned with. You only get 2 grenades to use with it, so practice your distances. There are horizontal hash marks on the crosshairs to allow you to gauge the distance. Remember that these grenades need to arm themselves before they can detonate, so you won't be able to use them in close quarters. However, if you find yourself with the grenade launcher equipped and you run into someone, don't hesitate to fire. The force of the grenade being launched will kill anyone at close range.
FRONT GRIP	Only available for the LMGs and Shotguns, this is a pistol-grip handle attached under the barrel of your weapon. It increases your accuracy when you're shooting from the hip or while standing, running, or crouching. Make sure this will benefit you during battle. While it improves accuracy and decreases recoil, you're without a scope of any kind and must resort to iron sights. This attachment is great for run-and-gun, but it serves no real purpose for long-range shooting. Bear in mind that the front grip will also disable Perk 1.

SEA SNIPER TIP

Some, but not all, weapons have gold versions. You unlock these by completing all challenges for every weapon in the gold weapons class.

Weapon and Character Skins

Your character's outfit is directly related to the primary weapon you choose, the environment you're fighting in, and the factions involved (U.S. Forces, British Spec Ops, Spetsnaz, etc.). Choose the right skin for the map. Sometimes you'll need to sacrifice your weapon of choice to get the best camouflage for a certain map, so choose what suits you best on a per-map basis. Your weapons can be painted as well. You can unlock weapon camo by ranking up or via specific challenges. Try to select a camo pattern that gives you the best concealment for each map, and that matches your character's skin.

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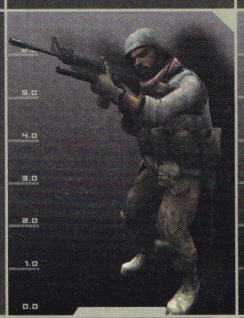
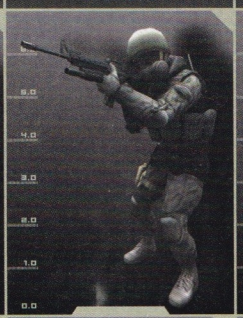
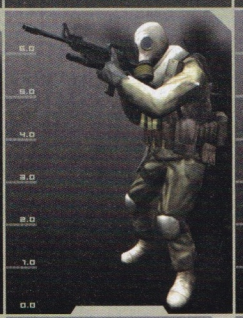
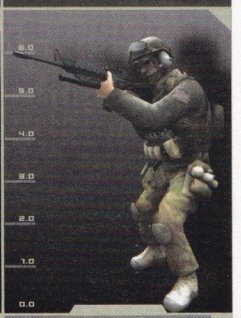
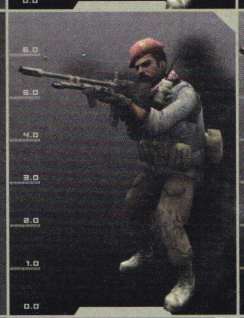
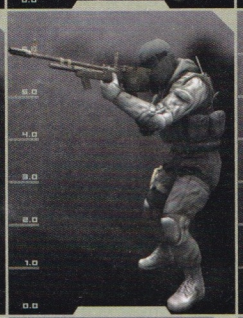
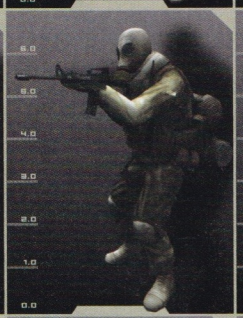
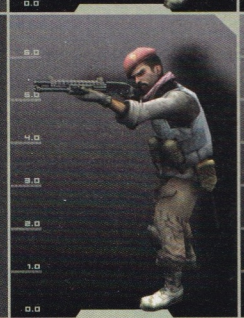
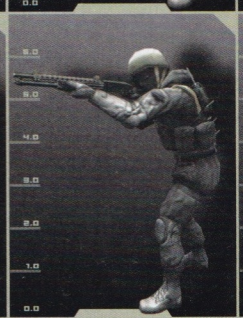
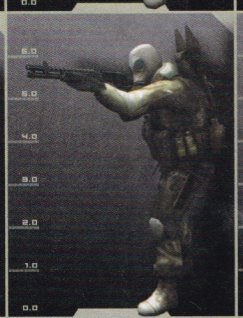
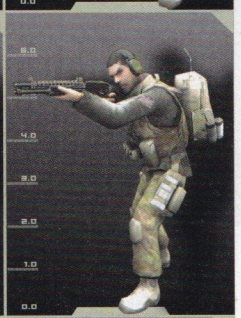
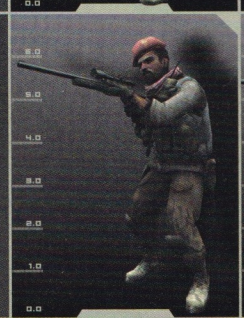
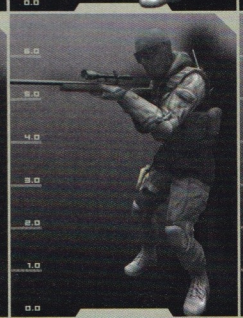
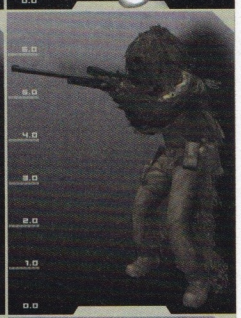
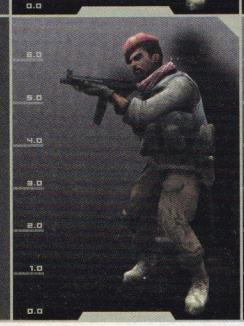
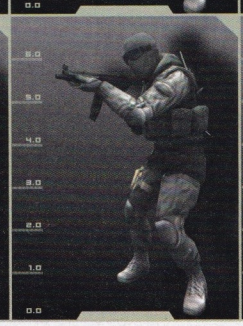
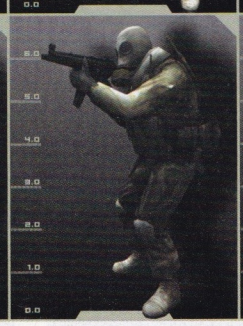
ASSAULT RIFLE					
LIGHT MACHINEGUN					
SHOTGUN					
SNIPER RIFLE					
SUB MACHINEGUN					

Rank

You get promoted in *Call of Duty: Modern Warfare: Reflex Edition* by gaining experience points. You get points for kills, planting a bomb, defusing it, taking a headquarters, holding it, taking flags in domination, and many other things. When you rank up, you get rewarded with things like new weapons, perks, challenges, camos, and features. Following is a list of all of the ranks and the experience points (XP) need to attain each one.

RANK #	INSIGNIA	RANK TITLE	XP REQUIRED
1		Private First Class	0
2		Private First Class I	30
3		Private First Class II	120
4		Lance Corporal	270
5		Lance Corporal I	480
6		Lance Corporal II	750
7		Corporal	1080
8		Corporal I	1470
9		Corporal II	1920
10		Sergeant	2430
11		Sergeant I	3000
12		Sergeant II	3650
13		Staff Sergeant	4380
14		Staff Sergeant I	5190
15		Staff Sergeant II	6080
16		Gunnery Sergeant	7050
17		Gunnery Sergeant I	8100
18		Gunnery Sergeant II	9230
19		Master Sergeant	10440
20		Master Sergeant I	11730
21		Master Sergeant II	13100
22		Master Gunnery Sergeant	14550
23		Master Gunnery Sergeant I	16080
24		Master Gunnery Sergeant II	17690
25		2nd Lieutenant	19380

RANK #	INSIGNIA	RANK TITLE	XP REQUIRED
26		2nd Lieutenant I	21150
27		2nd Lieutenant II	23000
28		1st Lieutenant	24930
29		1st Lieutenant I	26940
30		1st Lieutenant II	29030
31		Captain	31240
32		Captain I	33570
33		Captain II	36020
34		Major	38590
35		Major I	41280
36		Major II	44090
37		Lt. Colonel	47020
38		Lt. Colonel I	50070
39		Lt. Colonel II	53240
40		Colonel	56530
41		Colonel I	59940
42		Colonel II	63470
43		Brigadier General	67120
44		Brigadier General I	70890
45		Brigadier General II	74780
46		Major General	78790
47		Major General I	82920
48		Major General II	87170
49		Lieutenant General	91540
50		Lieutenant General I	96030

RANK #	INSIGNIA	RANK TITLE	XP REQUIRED
51		Lieutenant General II	100640
52		General	105370
53		General I	110220
54		General II	115190
55		Commander	120280

Kill Streak Bonuses: Air Support

There are three different types of air support that you can use when you go on a kill streak. Remember that you don't have to use them right away; they'll still be available to you after you respawn.

3-KILL STREAK	Call in a UAV. This bonus will give you a radar sweep of the entire map and reveal all enemy locations in motion. UAVs only last for a short period of time, so use them wisely. Try to coordinate your UAVs with your teammates so that you don't waste one of your radar sweeps.
5-KILL STREAK	Call in an airstrike. This will send in a formation of jets to drop bombs on a location of your choosing. You can flip to the entire map view and reposition the crosshairs to tell your air support team exactly where you want the strike to take place. Make sure to notify your teammates and check the maps for friendlies before you call in the strike.
7-KILL STREAK	Call in the chopper. If you're man enough to achieve this bonus, you're in for a treat. When you call in helicopter support, a chopper armed with a single minigun and missiles will eliminate your enemies and rack up points for you until the other team shoots it down. Remember that any weapon will damage the helicopter, so shoot at enemy choppers with anything you've got.

SEA SNIPER TIP

If an enemy calls in a helicopter, taking it out should be your #1 priority.

Challenges

There are 10 sets of challenges in all, each one containing multiple tiers or phases and unlocking something new. You can unlock everything from your red dot sight to the red tiger camouflage, but remember that challenges themselves are unlocked via promotions. Rank up to unlock challenges, and then complete those challenges to unlock gear and camo.

Assault Rifle Challenges

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
M16 MARKSMAN I	5	Get 25 kills with this weapon.	100 XP, M16 Red Dot Sight
M16 MARKSMAN II	5	Get 75 kills with this weapon.	500 XP, M16 Silencer
M16 MARKSMAN III	5	Get 150 kills with this weapon.	1000 XP, M16 ACOG Scope
M16 EXPERT I	5	Get 25 head shots with this weapon.	100 XP, M16 Digital Camo
M16 EXPERT II	5	Get 75 head shots with this weapon.	500 XP, M16 Blue Tiger Camo
M16 EXPERT III	5	Get 150 head shots with this weapon.	1000 XP, M16 Red Tiger Camo
AK47 MARKSMAN I	5	Get 25 kills with this weapon.	100 XP, AK47 Red Dot Sight
AK47 MARKSMAN II	5	Get 75 kills with this weapon.	500 XP, AK47 Silencer
AK47 MARKSMAN III	5	Get 150 kills with this weapon.	1000 XP, AK47 ACOG Scope
AK47 EXPERT I	5	Get 25 head shots with this weapon.	100 XP, AK47 Digital Camo
AK47 EXPERT II	5	Get 75 head shots with this weapon.	500 XP, AK47 Blue Tiger Camo
AK47 EXPERT III	5	Get 150 head shots with this weapon.	1000 XP, AK47 Red Tiger Camo
M4 MARKSMAN I	10	Get 25 kills with this weapon.	100 XP, M4 Red Dot Sight
M4 MARKSMAN II	10	Get 75 kills with this weapon.	500 XP, M4 Silencer
M4 MARKSMAN III	10	Get 150 kills with this weapon.	1000 XP, M4 ACOG Scope
M4 EXPERT I	10	Get 25 head shots with this weapon.	100 XP, M4 Digital Camo
M4 EXPERT II	10	Get 75 head shots with this weapon.	500 XP, M4 Blue Tiger Camo
M4 EXPERT III	10	Get 150 head shots with this weapon.	1000 XP, M4 Red Tiger Camo
G3 MARKSMAN I	25	Get 25 kills with this weapon.	100 XP, G3 Red Dot Sight
G3 MARKSMAN II	25	Get 75 kills with this weapon.	500 XP, G3 Silencer
G3 MARKSMAN III	25	Get 150 kills with this weapon.	1000 XP, G3 ACOG Scope
G3 EXPERT I	25	Get 25 head shots with this weapon.	100 XP, G3 Digital Camo
G3 EXPERT II	25	Get 75 head shots with this weapon.	500 XP, G3 Blue Tiger Camo

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
G3 EXPERT III	25	Get 150 head shots with this weapon.	1000 XP, G3 Red Tiger Camo
G36C MARKSMAN I	38	Get 25 kills with this weapon.	100 XP, G36c Red Dot Sight
G36C MARKSMAN II	38	Get 75 kills with this weapon.	500 XP, G36c Silencer
G36C MARKSMAN III	38	Get 150 kills with this weapon.	1000 XP, G36c ACOG Scope
G36C EXPERT I	38	Get 25 head shots with this weapon.	100 XP, G36c Digital Camo
G36C EXPERT II	38	Get 75 head shots with this weapon.	500 XP, G36c Blue Tiger Camo
G36C EXPERT III	38	Get 150 head shots with this weapon.	1000 XP, G36c Red Tiger Camo
M14 MARKSMAN I	46	Get 25 kills with this weapon.	100 XP, M14 Red Dot Sight
M14 MARKSMAN II	46	Get 75 kills with this weapon.	500 XP, M14 Silencer
M14 MARKSMAN III	46	Get 150 kills with this weapon.	1000 XP, M14 ACOG Scope
M14 EXPERT I	46	Get 25 head shots with this weapon.	100 XP, M14 Digital Camo
M14 EXPERT II	46	Get 75 head shots with this weapon.	500 XP, M14 Blue Tiger Camo
M14 EXPERT III	46	Get 150 head shots with this weapon.	1000 XP, M14 Red Tiger Camo
MP44 EXPERT I	52	Get 25 head shots with this weapon.	100 XP, MP44 Digital Camo
MP44 EXPERT II	52	Get 75 head shots with this weapon.	500 XP, MP44 Blue Tiger Camo
MP44 EXPERT III	52	Get 150 head shots with this weapon.	1000 XP, MP44 Red Tiger Camo

Note: There is no Marksman challenge for the MP44.

Submachine Gun Challenges

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
MP5 MARKSMAN I	5	Get 25 kills with this weapon.	100 XP, MP5 Red Dot Sight
MP5 MARKSMAN II	5	Get 75 kills with this weapon.	500 XP, MP5 Silencer
MP5 MARKSMAN III	5	Get 150 kills with this weapon.	1000 XP, MP5 ACOG Scope
MP5 EXPERT I	5	Get 25 head shots with this weapon.	100 XP, MP5 Digital Camo
MP5 EXPERT II	5	Get 75 head shots with this weapon.	500 XP, MP5 Blue Tiger Camo
MP5 EXPERT III	5	Get 150 head shots with this weapon.	1000 XP, MP5 Red Tiger Camo
SKORPION MARKSMAN I	5	Get 25 kills with this weapon.	100 XP, Skorpion Red Dot Sight
SKORPION MARKSMAN II	5	Get 75 kills with this weapon.	500 XP, Skorpion Silencer
SKORPION MARKSMAN III	5	Get 150 kills with this weapon.	1000 XP, Skorpion ACOG Scope
SKORPION EXPERT I	5	Get 25 head shots with this weapon.	100 XP, Skorpion Digital Camo
SKORPION EXPERT II	5	Get 75 head shots with this weapon.	500 XP, Skorpion Blue Tiger Camo
SKORPION EXPERT III	5	Get 150 head shots with this weapon.	1000 XP, Skorpion Red Tiger Camo
MINI-UZI MARKSMAN I	13	Get 25 kills with this weapon.	100 XP, Mini-Uzi Red Dot Sight
MINI-UZI MARKSMAN II	13	Get 75 kills with this weapon.	500 XP, Mini-Uzi Silencer
MINI-UZI MARKSMAN III	13	Get 150 kills with this weapon.	1000 XP, Mini-Uzi ACOG Scope
MINI-UZI EXPERT I	13	Get 25 head shots with this weapon.	100 XP, Mini-Uzi Digital Camo
MINI-UZI EXPERT II	13	Get 75 head shots with this weapon.	500 XP, Mini-Uzi Blue Tiger Camo
MINI-UZI EXPERT III	13	Get 150 head shots with this weapon.	1000 XP, Mini-Uzi Red Tiger Camo
AK74U MARKSMAN I	28	Get 25 kills with this weapon.	100 XP, AK74u Red Dot Sight
AK74U MARKSMAN II	28	Get 75 kills with this weapon.	500 XP, AK74u Silencer
AK74U MARKSMAN III	28	Get 150 kills with this weapon.	1000 XP, AK74u ACOG Scope
AK74U EXPERT I	28	Get 25 head shots with this weapon.	100 XP, AK74u Digital Camo
AK74U EXPERT II	28	Get 75 head shots with this weapon.	500 XP, AK74u Blue Tiger Camo
AK74U EXPERT III	28	Get 150 head shots with this weapon.	1000 XP, AK74u Red Tiger Camo
P90 MARKSMAN I	40	Get 25 kills with this weapon.	100 XP, P90 Red Dot Sight
P90 MARKSMAN II	40	Get 75 kills with this weapon.	500 XP, P90 Silencer
P90 MARKSMAN III	40	Get 150 kills with this weapon.	1000 XP, P90 ACOG Scope
P90 EXPERT I	40	Get 25 head shots with this weapon.	100 XP, P90 Digital Camo
P90 EXPERT II	40	Get 75 head shots with this weapon.	500 XP, P90 Blue Tiger Camo
P90 EXPERT III	40	Get 150 head shots with this weapon.	1000 XP, P90 Red Tiger Camo

Light Machine Gun Challenges

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
M249 SAW MARKSMAN I	5	Get 25 kills with this weapon.	100 XP, M249 SAW Red Dot Sight
M249 SAW MARKSMAN II	5	Get 75 kills with this weapon.	500 XP, M249 SAW Forward Grip
M249 SAW MARKSMAN III	5	Get 150 kills with this weapon.	1000 XP, M249 SAW ACOG Scope
M249 SAW EXPERT I	5	Get 25 head shots with this weapon.	100 XP, M249 SAW Digital Camo
M249 SAW EXPERT II	5	Get 75 head shots with this weapon.	500 XP, M249 SAW Blue Tiger Camo
M249 SAW EXPERT III	5	Get 150 head shots with this weapon.	1000 XP, M249 SAW Red Tiger Camo

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
RPD MARKSMAN I	5	Get 25 kills with this weapon.	100 XP, RPD Red Dot Sight
RPD MARKSMAN II	5	Get 75 kills with this weapon.	500 XP, RPD Forward Grip
RPD MARKSMAN III	5	Get 150 kills with this weapon.	1000 XP, RPD ACOG Scope
RPD EXPERT I	5	Get 25 head shots with this weapon.	100 XP, RPD Digital Camo
RPD EXPERT II	5	Get 75 head shots with this weapon.	500 XP, RPD Blue Tiger Camo
RPD EXPERT III	5	Get 150 head shots with this weapon.	1000 XP, RPD Red Tiger Camo
M60E4 MARKSMAN I	19	Get 25 kills with this weapon.	100 XP, M60E4 Red Dot Sight
M60E4 MARKSMAN II	19	Get 75 kills with this weapon.	500 XP, M60E4 Forward Grip
M60E4 MARKSMAN III	19	Get 150 kills with this weapon.	1000 XP, M60E4 ACOG Scope
M60E4 EXPERT I	19	Get 25 head shots with this weapon.	100 XP, M60E4 Digital Camo
M60E4 EXPERT II	19	Get 75 head shots with this weapon.	500 XP, M60E4 Blue Tiger Camo
M60E4 EXPERT III	19	Get 150 head shots with this weapon.	1000 XP, M60E4 Red Tiger Camo

Shotgun Challenges

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
W1200 MARKSMAN I	5	Get 25 kills with this weapon.	100 XP, W1200 Red Dot Sight
W1200 MARKSMAN II	5	Get 50 kills with this weapon.	500 XP, W1200 Forward Grip
W1200 EXPERT I	5	Get 25 head shots with this weapon.	100 XP, W1200 Digital Camo
W1200 EXPERT II	5	Get 50 head shots with this weapon.	500 XP, W1200 Blue Tiger Camo
W1200 EXPERT III	5	Get 100 head shots with this weapon.	1000 XP, W1200 Red Tiger Camo
M1014 MARKSMAN I	31	Get 25 kills with this weapon.	100 XP, M1014 Red Dot Sight
M1014 MARKSMAN II	31	Get 50 kills with this weapon.	500 XP, M1014 Forward Grip
M1014 EXPERT I	31	Get 25 head shots with this weapon.	100 XP, M1014 Digital Camo
M1014 EXPERT II	31	Get 50 head shots with this weapon.	500 XP, M1014 Blue Tiger Camo
M1014 EXPERT III	31	Get 100 head shots with this weapon.	1000 XP, M1014 Red Tiger Camo

Sniper Rifle Challenges

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
M40A3 MARKSMAN	5	Get 100 kills with this weapon.	500 XP, M40A3 ACOG Scope
M40A3 EXPERT I	5	Get 25 head shots with this weapon.	100 XP, M40A3 Digital Camo
M40A3 EXPERT II	5	Get 75 head shots with this weapon.	500 XP, M40A3 Blue Tiger Camo
M40A3 EXPERT III	5	Get 150 head shots with this weapon.	1000 XP, M40A3 Red Tiger Camo
M21 MARKSMAN	7	Get 100 kills with this weapon.	500 XP, M21 ACOG Scope
M21 EXPERT I	7	Get 25 head shots with this weapon.	100 XP, M21 Digital Camo
M21 EXPERT II	7	Get 75 head shots with this weapon.	500 XP, M21 Blue Tiger Camo
M21 EXPERT III	7	Get 150 head shots with this weapon.	1000 XP, M21 Red Tiger Camo
SVD MARKSMAN	22	Get 100 kills with this weapon.	500 XP, SVD ACOG Scope
SVD EXPERT I	22	Get 25 head shots with this weapon.	100 XP, SVD Digital Camo
SVD EXPERT II	22	Get 75 head shots with this weapon.	500 XP, SVD Blue Tiger Camo
SVD EXPERT III	22	Get 150 head shots with this weapon.	1000 XP, SVD Red Tiger Camo
R700 MARKSMAN	34	Get 100 kills with this weapon.	500 XP, R700 ACOG Scope
R700 EXPERT I	34	Get 25 head shots with this weapon.	100 XP, R700 Digital Camo
R700 EXPERT II	34	Get 75 head shots with this weapon.	500 XP, R700 Blue Tiger Camo
R700 EXPERT III	34	Get 150 head shots with this weapon.	1000 XP, R700 Red Tiger Camo
BARRETT .50 CAL MARKSMAN	22	Get 100 kills with this weapon.	500 XP, Barrett .50 Cal ACOG Scope
BARRETT .50 CAL EXPERT I	22	Get 25 head shots with this weapon.	100 XP, Barrett .50 Cal Digital Camo
BARRETT .50 CAL EXPERT II	22	Get 75 head shots with this weapon.	500 XP, Barrett .50 Cal Blue Tiger Camo
BARRETT .50 CAL EXPERT III	22	Get 150 head shots with this weapon.	1000 XP, Barrett .50 Cal Red Tiger Camo

Boot Camp Challenges

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
RADAR INBOUND	9	Kill 3 enemies without dying and call in a UAV.	50 XP
AIRSTRIKE INBOUND	9	Kill 5 enemies without dying and call in an airstrike.	50 XP
CHOPPER INBOUND	9	Kill 7 enemies without dying and call in a chopper.	50 XP
FLYSWATTER	9	Shoot down an enemy helicopter.	250 XP
MARATHON	12	Sprint for 26 miles total.	250 XP
GOODBYE	12	Fall 30 feet or more to your death.	250 XP
BASE JUMP	12	Fall 15 feet or more and survive.	250 XP
CROUCH SHOT I	12	Kill 5 enemies while you're crouching.	50 XP
CROUCH SHOT II	12	Kill 15 enemies while you're crouching.	100 XP
CROUCH SHOT III	12	Kill 30 enemies while you're crouching.	250 XP
PRONE SHOT I	15	Kill 5 enemies while you're prone.	50 XP
PRONE SHOT II	15	Kill 15 enemies while you're prone.	100 XP
PRONE SHOT III	15	Kill 30 enemies while you're prone.	250 XP
GRENADE KILL I	15	Kill 1 enemy with a grenade.	50 XP
GRENADE KILL II	15	Kill 5 enemies with a grenade.	150 XP
GRENADE KILL III	15	Kill 10 enemies with a grenade.	250 XP
POINT GUARD I	15	Get 5 assists.	50 XP
POINT GUARD II	15	Get 15 assists.	100 XP
POINT GUARD III	15	Get 30 assists.	250 XP
X-RAY VISION I	15	Kill 1 enemy through a surface using bullet penetration.	100 XP
X-RAY VISION II	15	Kill 5 enemies through a surface using bullet penetration.	250 XP
X-RAY VISION III	15	Kill 15 enemies through a surface using bullet penetration.	250 XP
VANDALISM I	18	Blow up a car.	50 XP
VANDALISM II	18	Blow up 5 cars.	100 XP
VANDALISM III	18	Blow up 15 cars.	250 XP
EXPOSED I	18	Call in a UAV 5 times.	50 XP
EXPOSED I	18	Call in a UAV 10 times.	100 XP
EXPOSED I	18	Call in a UAV 20 times.	250 XP
BACKDRAFT I	18	Destroy 1 enemy explosive device.	50 XP
BACKDRAFT II	18	Destroy 5 enemy explosive devices.	100 XP
BACKDRAFT III	18	Destroy 15 enemy explosive devices.	250 XP
KNIFE VETERAN I	18	Kill 1 enemy with the knife melee attack.	50 XP
KNIFE VETERAN II	18	Kill 5 enemies with the knife melee attack.	100 XP
KNIFE VETERAN III	18	Kill 15 enemies with the knife melee attack.	250 XP

Operations Challenges

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
FREE-FOR-ALL VICTOR I	21	Place in the top 3 in a Free-for-All match.	50 XP
FREE-FOR-ALL VICTOR II	21	Place in the top 3 in 5 Free-for-All matches.	100 XP
FREE-FOR-ALL VICTOR III	21	Place in the top 3 in 15 Free-for-All matches.	250 XP
TEAM PLAYER I	21	Win 5 Team Deathmatch matches.	50 XP
TEAM PLAYER II	21	Win 15 Team Deathmatch matches.	100 XP
TEAM PLAYER III	21	Win 30 Team Deathmatch matches.	250 XP
SEARCH AND DESTROY VICTOR I	21	Win 5 Search and Destroy matches.	50 XP
SEARCH AND DESTROY VICTOR II	21	Win 15 Search and Destroy matches.	100 XP
SEARCH AND DESTROY VICTOR III	21	Win 30 Search and Destroy matches.	250 XP
MVP TEAM DEATHMATCH	21	Play Team Deathmatch and get the top score overall.	250 XP
HARDCORE TEAM PLAYER I	24	Win a Hardcore Team Deathmatch match.	50 XP
HARDCORE TEAM PLAYER II	24	Win 5 Hardcore Team Deathmatch matches.	100 XP
HARDCORE TEAM PLAYER II	24	Win 15 Hardcore Team Deathmatch matches.	250 XP
SABOTAGE VICTOR I	24	Win 5 Sabotage matches.	50 XP
SABOTAGE VICTOR II	24	Win 20 Sabotage matches.	100 XP
SABOTAGE VICTOR III	24	Win 50 Sabotage matches.	250 XP
MVP TEAM HARDCORE	24	Finish a Team Hardcore match with the top score.	50 XP
BOMB DOWN	27	Kill the bomb carrier in a Sabotage or Search and Destroy match.	250 XP
BOMB DEFENDER	27	Kill the bomb defender in a Sabotage or Search and Destroy match.	250 XP

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
BOMB PLANTER	27	Kill the bomb planter in a Sabotage or Search and Destroy match.	250 XP
HERO	27	Defuse a bomb in Search and Destroy.	250 XP
LAST MAN STANDING	27	Be the last man standing in Search and Destroy.	250 XP

Killer Challenges

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
CLAYMORE SHOT	30	Kill 5 enemies by using a Claymore.	250 XP
ASSAULT EXPERT I	30	Kill 5 enemies with a headshot while using an assault rifle.	50 XP
ASSAULT EXPERT II	30	Kill 25 enemies with a headshot while using an assault rifle.	100 XP
ASSAULT EXPERT III	30	Kill 50 enemies with a headshot while using an assault rifle.	250 XP
SMG EXPERT I	30	Kill 5 enemies with a headshot while using a submachine gun.	50 XP
SMG EXPERT II	30	Kill 25 enemies with a headshot while using a submachine gun.	100 XP
SMG EXPERT III	30	Kill 50 enemies with a headshot while using a submachine gun.	250 XP
LMG EXPERT I	30	Kill 5 enemies with a headshot while using a light machine gun.	50 XP
LMG EXPERT II	30	Kill 25 enemies with a headshot while using a light machine gun.	100 XP
LMG EXPERT III	30	Kill 50 enemies with a headshot while using a light machine gun.	250 XP
LAST STAND VETERAN I	33	Kill 1 enemy using the Last Stand perk.	50 XP
LAST STAND VETERAN II	33	Kill 5 enemies using the Last Stand perk.	100 XP
LAST STAND VETERAN III	33	Kill 15 enemies using the Last Stand perk.	250 XP
MASTER CHEF I	33	Kill 5 enemies with cooked grenades.	50 XP
MASTER CHEF II	33	Kill 10 enemies with cooked grenades.	100 XP
MASTER CHEF III	33	Kill 20 enemies with cooked grenades.	250 XP
AIRSTRIKE VETERAN I	33	Kill 5 enemies by calling in airstrikes.	50 XP
AIRSTRIKE VETERAN II	33	Kill 15 enemies by calling in airstrikes.	100 XP
AIRSTRIKE VETERAN III	33	Kill 30 enemies by calling in airstrikes.	250 XP
CHOPPER VETERAN I	33	Kill 5 enemies by calling in helicopters.	50 XP
CHOPPER VETERAN II	33	Kill 15 enemies by calling in helicopters.	100 XP
CHOPPER VETERAN III	33	Kill 30 enemies by calling in helicopters.	250 XP
STUN VETERAN I	36	Kill 5 enemies still dazed by a stun grenade.	50 XP
STUN VETERAN II	36	Kill 10 enemies still dazed by a stun grenade.	100 XP
STUN VETERAN III	36	Kill 25 enemies still dazed by a stun grenade.	250 XP
MULTI-RPG	36	Kill 2 or more enemies with a single RPG shot.	250 XP
MARTYRDOM VETERAN I	36	Kill an enemy with a dropped grenade from the Martyrdom perk.	50 XP
MARTYRDOM VETERAN II	36	Kill 5 enemies with a dropped grenade from the Martyrdom perk.	100 XP
MARTYRDOM VETERAN III	36	Kill 15 enemies with a dropped grenade from the Martyrdom perk.	250 XP
CLAY MORE	36	Kill 2 or more enemies with a single Claymore.	250 XP
STEALTH I	39	Kill 10 enemies while using a silenced weapon.	50 XP
STEALTH II	39	Kill 25 enemies while using a silenced weapon.	100 XP
STEALTH III	39	Kill 50 enemies while using a silenced weapon.	250 XP
INVISIBLE I	39	Kill 5 enemies while using a sniper rifle in prone position.	50 XP
INVISIBLE II	39	Kill 25 enemies while using a sniper rifle in prone position.	100 XP
INVISIBLE III	39	Kill 50 enemies while using a sniper rifle in prone position.	250 XP
COUNTER-CLAYMORE I	39	Kill 1 enemy by shooting a Claymore.	50 XP
COUNTER-CLAYMORE II	39	Kill 5 enemies by shooting a Claymore.	100 XP
COUNTER-CLAYMORE III	39	Kill 10 enemies by shooting a Claymore.	250 XP
COUNTER-C-4 I	39	Kill 1 enemy by shooting C-4.	50 XP
COUNTER-C-4 II	39	Kill 5 enemies by shooting C-4.	100 XP
COUNTER-C-4 III	39	Kill 10 enemies by shooting C-4.	250 XP

Humiliation Challenges

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
AIRBORNE	42	Get a 2 kill streak with bullets while in midair.	250 XP
MULTI-FRAG	42	Kill 2 or more enemies with a single frag grenade.	250 XP
CARPET BOMB	42	Kill 5 enemies with a single airstrike.	250 XP
MG MASTER	42	Get a 5-kill streak while on a mounted machine gun.	250 XP
SLASHER	45	Get a 3-melee kill streak without dying.	250 XP
MULTI-C-4	45	Kill 2 or more enemies with a single C-4 pack.	250 XP
HOT POTATO I	45	Kill 1 enemy with a thrown-back grenade.	50 XP
HOT POTATO II	45	Kill 5 enemies with thrown-back grenades.	100 XP

CHALLENGE	RANK UNLOCKED	DESCRIPTION	REWARD
HOT POTATO III	45	Kill 15 enemies with thrown-back grenades.	250 XP
CAR BOMB	45	Kill 1 enemy by destroying a car.	250 XP
BACKSTABBER	47	Stab an enemy in the back with your knife.	250 XP
SLOW BUT SURE	47	Kill 1 enemy while being stunned by a stun grenade.	250 XP
FLASHBANG VETERAN I	47	Kill 5 enemies dazed by a flashbang.	50 XP
FLASHBANG VETERAN II	47	Kill 10 enemies dazed by a flashbang.	100 XP
FLASHBANG VETERAN III	47	Kill 25 enemies dazed by a flashbang.	250 XP
MISERY LOVES COMPANY I	47	Kill yourself and 1 enemy by cooking a grenade without throwing it.	50 XP
MISERY LOVES COMPANY II	47	Kill yourself and a 2nd enemy by cooking a grenade without throwing it.	100 XP
MISERY LOVES COMPANY III	47	Kill yourself and a 3rd enemy by cooking a grenade without throwing it.	250 XP
OUCH I	48	Kill an enemy with a rifle-mounted grenade launcher without detonation (direct impact).	50 XP
OUCH II	48	Kill 5 enemies with a rifle-mounted grenade launcher without detonation (direct impact).	100 XP
OUCH III	48	Kill 15 enemies with a rifle-mounted grenade launcher without detonation (direct impact).	250 XP
RIVAL	48	Kill the same enemy 5 times in a single match.	250 XP
CRUELTY	48	Kill an enemy, pick up his weapon, and then kill him again with his own weapon.	250 XP
THINK FAST	48	Finish an enemy off by hitting him with a frag grenade (direct impact).	250 XP
THINK FAST STUN	50	Finish an enemy off by hitting him with a stun grenade (direct impact).	250 XP
THINK FAST FLASH	50	Finish an enemy off by hitting him with a flash grenade (direct impact).	250 XP
RETURN TO SENDER	50	Kill an enemy by shooting his C-4.	250 XP
BLINDFIRE	50	Kill an enemy while you're still dazed by a flashbang.	250 XP
THE BRINK	51	Get a kill streak of 3 or more while near death (screen flashing red).	250 XP
COLLATERAL DAMAGE	51	Kill 2 or more enemies with a single sniper rifle bullet.	250 XP
THE EDGE I	51	Get the last kill in a match.	50 XP
THE EDGE II	51	Get the last kill in a match 5 times.	100 XP
THE EDGE III	51	Get the last kill in a match 10 times.	250 XP
FLAWLESS	51	Play an entire full-length match without dying.	250 XP
TANGO DOWN	53	Kill every member of the enemy team (4-enemy minimum).	250 XP
HARD LANDING	53	Kill an enemy that is currently in midair.	250 XP
EXTREME CRUELTY	53	Kill every member of the enemy team (at least 4 enemies) without dying.	250 XP
FAST SWAP	53	Hurt an enemy with a primary weapon, and then finish them off with a pistol.	250 XP
STAR PLAYER	53	Play an entire match of any game type with a 5:1 kill/death ratio.	250 XP
HOW THE?	53	Kill an enemy by using bullet penetration to shoot an explosive device through a wall.	250 XP
DOMINOS	53	Kill an enemy by setting off a chain reaction of explosives.	250 XP
NO SECRETS	54	Call in a UAV 3 times in a single match.	250 XP
AFTERBURNER	54	Call in an airstrike twice in a single match.	250 XP
AIR SUPERIORITY	54	Call in a helicopter twice in a single match.	250 XP
FEARLESS	54	Kill 10 enemies in a single match without dying.	250 XP
COUNTER-MVP	54	Kill the #1 player on the enemy team 10 times in a single match.	250 XP
INVINCIBLE	54	Get 5 health regenerations from enemy damage in a row, without dying.	250 XP
SURVIVALIST	54	Survive for 5 consecutive minutes.	250 XP

Custom Class Suggestions

You can create hundreds of combinations with the Create a Class feature. Your custom class setup can be weapon-based, style of play-based, or map-based. Remember that you can swap between your saved custom classes during a game, but they won't take effect until you respawn.

Here are some suggestions for your custom class creations:

GRENADIER

SLOT	NAME
PRIMARY WEAPON	M16A4
NOTES/ ATTACHMENT	Grenade Launcher
SIDE ARM	M9
SPECIAL GRENADE	Flash or Stun
PERK 1	DISABLED
PERK 2	Stopping Power or Sonic Boom
PERK 3	Martyrdom

This is a great class to send into battle first. Let this player lob a few grenades into the fight before you move in. With the Sonic Boom perk, launched grenades will do more damage.

SEA SNIPER TIP

Set up a general set of classes before entering a game. You can switch classes every respawn if necessary.

Ghost

SLOT	NAME
PRIMARY WEAPON	MP5
NOTES/ ATTACHMENT	Silencer
SIDE ARM	USP .45
NOTES/ ATTACHMENT	Silencer
SPECIAL GRENADE	Smoke
PERK 1	Bomb Squad
PERK 2	UAV Jammer
PERK 3	Dead Silence

With both weapons silenced and the UAV Jammer and Dead Silence perks selected, you won't be detected via UAV scans or when you fire your weapon. Additionally, you'll make less noise while moving.

Survivalist

SLOT	NAME
PRIMARY WEAPON	M60E4
NOTES/ ATTACHMENT	Grip
SIDE ARM	Desert Eagle
SPECIAL GRENADE	Stun
PERK 1	DISABLED
PERK 2	Juggernaut
PERK 3	Last Stand

With Juggernaut and Last Stand turned on, your enemies will be screaming, "Why won't he die?" The additional stopping power of the M60 and the Desert Eagle will shut them up.

Pointman

SLOT	NAME
PRIMARY WEAPON	W1200
NOTES/ ATTACHMENT	Red Dot Sight
SIDE ARM	M1911 .45
SPECIAL GRENADE	Flash
PERK 1	Frag x 3
PERK 2	Double Tap
PERK 3	Steady Aim or Deep Impact

The pointman is first into battle. Let him clear the area ahead with his Frag x3 and mow down enemies blocking the way with the shotgun and Double Tap perk. Enemies won't be able to hide behind walls with the Deep Impact perk selected.

Marksman

SLOT	NAME
PRIMARY WEAPON	R700
SIDE ARM	M9
NOTES/ ATTACHMENT	Silencer
SPECIAL GRENADE	Stun
PERK 1	Claymore x 2
PERK 2	UAV Jammer
PERK 3	Iron Lungs or Deep Impact

A great sniper class. Use the Claymore perk on rooftops or building entrances to keep enemies from sneaking up on you. Don't be afraid to shoot through walls. Even if you can't see the enemy, Deep Impact will find them.

Warfighter

SLOT	NAME
PRIMARY WEAPON	G36C
NOTES/ ATTACHMENT	Red Dot Sight
SIDE ARM	G3
NOTES/ ATTACHMENT	ACOG Scope
SPECIAL GRENADE	Smoke
PERK 1	Bandolier
PERK 2	Overkill
PERK 3	Extreme Conditioning

With the Overkill perk selected, this class will give you everything you need for all battle situations. Use a Red Dot Sight for quick acquisition, and an ACOG for some long-range targets. The Bandolier perk will keep your magazines full. If you get into trouble, hit Sprint and relocate with the help of some smoke.

Close Quarters

SLOT	NAME
PRIMARY WEAPON	P90 or MP5
NOTES/ ATTACHMENT	Red Dot Sight
SIDE ARM	M9
SPECIAL GRENADE	Flash or Stun
PERK 1	Flash x3 or Frag x3
PERK 2	Stopping Power or Juggernaut or Double Tap
PERK 3	Last Stand or Deep Impact

When fighting in close quarters, this class will help in many ways, depending how you configure your perks. With the flash grenades, you can blind enemies and rush in to finish them. Or choose Frag x3 and you don't have to run in at all! Choose the Double Tap perk to put twice as many rounds into your enemy.

Overwatch

SLOT	NAME	
PRIMARY WEAPON	M249 SAW	
NOTES/ ATTACHMENT	ACOG Scope or Front Grip	
SIDE ARM	Desert Eagle	
SPECIAL GRENADE	Stun	
PERK 1	RPG-7 x 2	
PERK 2	Slight of Hand	
PERK 3	Deep Impact	

Need to lock down a Domination flag? Set up this guy and forget it. With the SAW combined with Sleight of Hand, you'll never be short on ammo, and the Deep Impact perk won't let your enemies hide from you.

Defender

SLOT	NAME	
PRIMARY WEAPON	M1014	
SIDE ARM	USP .45	
SPECIAL GRENADE	Stun	
PERK 1	C-4 x 2	
PERK 2	Sonic Boom	
PERK 3	Martyrdom	

This is a great class for protecting areas like domination flags, headquarters, or the bomb. Set up C-4 combined with Sonic Boom to obliterate your enemies as they try to take what's yours.

Sharpshooter

SLOT	NAME	
PRIMARY WEAPON	M21	
SIDE ARM	M1911 .45	
NOTES/ ATTACHMENT	Silencer	
SPECIAL GRENADE	Flash	
PERK 1	Bandolier	
PERK 2	Stopping Power	
PERK 3	Deep Impact	

This sniper class isn't worried about being seen, but about being heard. The additional ammo from the Bandolier perk, combined with Stopping Power and Deep Impact, makes this one of the deadliest classes available.

Modes

There are several modes available to you, depending on what type of match you decide to play. There are only preset modes and combinations of modes in Find Match, but setting up a Private Match allows you to customize just about every aspect, from the duration of a round to whether the match is headshots only.

Find Match Modes

These public room modes cannot be customized.

TEAM DEATHMATCH	Straight-up Team Deathmatch. Use teamwork to kill enemy players and reach the score limit.
MERCENARY TEAM DEATHMATCH	Tired of getting ganged up on by Clans? Try out Mercenary Team Deathmatch where everyone is spread out among both teams, regardless of of party. This is also a good option for parties larger than five, or if you are having trouble finding a regular Team Deathmatch game for your party.
FREE-FOR-ALL	Straight-up Deathmatch: Every man for himself. Kill everyone.
DOMINATION	Three flags in the level must be captured. Your team gets points for taking flags. The more you hold, the more points you gain.
SABOTAGE	A neutral bomb is in the center of the level, and each team fights to destroy the enemy team's objective. The bomb carrier can be seen by all players. First team to successfully bomb the enemy objective wins.
HEADQUARTERS	Each team fights to capture a neutral base. Capture and hold it to gain points. The team that holds the HQ doesn't respawn.
SEARCH & DESTROY	No respawning. Defend and destroy the objective.
TEAM TACTICAL	Objective game modes only. Domination, Headquarters, Sabotage, and Search & Destroy.
TEAM HARDCORE	Hardcore Team Deathmatch and Search & Destroy. Limited HUD, extra bullet damage, friendly fire on.
OLD SCHOOL	Old School Free-For-All. No classes. Weapons are pickups, health is increased, and jumps are higher.
CAGE MATCH	1 vs. 1 battle, ideal for sniper wars.

Private Match Modes

These are private or invite-only rooms that you can fully customize. Great for clan matches.

- Free-For-All
- Team Deathmatch
- Domination
- Sabotage
- Headquarters
- Search & Destroy

Each mode has its own set of options to adjust, but all modes provide the following option.

Player Options

Number of Lives	Unlimited, 1, 2, 3, 5, 9
Respawn Delay	None, 5 sec, 7.5 sec, 10 sec, 15 sec, 30 sec
Max Health	Miniscule, Half, Normal, Double
Health Regen	None, Fast, Normal, Slow
Allow Sprint	Yes, No

Team Options

Spectating	Disabled, Team Only
Wave Spawn Delay	None, 5 sec, 10 sec, 15 sec, 30 sec
Force Respawn	Enabled, Disabled
Radar Always On	Yes, No
Friendly Fire	Disabled, Enabled, Reflect, Shared

Gameplay Options

Headshots Only	On, Off
Allow Perks	On, Off
Allow Air Support	On, Off
Old School Mode	On, Off
Hardcore Mode	On, Off

Mode Tactics

Not all matches contain the same number of players, so make adjustments as needed. Use the following tactics to successfully complete mode objectives and keep your team in the win column.

FREE-FOR-ALL

What can you say about free-for-all? Shoot everything that moves. If it moves, it's not on your team and it needs to die! Success in FFA mode depends on your custom class setup, including weapon and perk combinations. First, decide the map on which you're fighting. Let's take Vacant as an example. Everyone has a different style of play, but here's what the optimum loadout for a map with such tight quarters might look like:

Confined Space Assassin

SLOT	NAME
PRIMARY WEAPON	MP5
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	M1911 .45
SPECIAL GRENADE	Stun
PERK 1	Frag x3
PERK 2	Juggernaut or Double Tap
PERK 3	Martyrdom

SEA SNIPER TIP

If you're playing a respawn map, immediately move when you spawn. Sometimes you'll respawn near enemy players.

This loadout or CCS (custom class setup) allows your character to be very mobile because you've chosen a submachine gun, and you're lethal because you're packing three frags. For your second perk, your options are Juggernaut or Double Tap, which are almost equal on the Vacant map. By using Juggernaut, you can take more hits than your enemy and emerge the victor in one-on-one battles. The same holds true if you choose Double Tap. By doling out twice as many rounds as your enemy, you have twice the chance of killing him before he kills you. Remember, if you have Double Tap as your second perk, you may want to switch your Frag x3 perk to Bandolier. The Double Tap perk will chew through ammo very quickly.

Now that you've got your CCS selected, what do you do? Kill everyone! Since this is FFA, you don't have any friends. Even if your friends are in the same room, they're not your friends. Everyone is shooting at you, so shoot back. Stay mobile. Find a few good spots to shoot from, or ambush enemies and bounce from one to the other. You might want to hold back a bit at first and rack up your 3-kill streak so you can call in your UAV. Once you know where everyone is, you can relocate to your next spot and go for your 5-kill streak and bomb the lot of them.

Some other options for this mode are map-dependent, but consider taking a light machine gun, which has many more rounds than a submachine gun. If you do, take the Bandolier perk with you as well. Shotguns work well for FFA matches, as do Last Stand, Claymores x2, and even the UAV Jammer with a silencer on your primary weapon.

Always keep in mind that you can pick up a fallen enemy's weapons. You're probably such a badass that you'll run out of ammo before you die, so keep an eye out for any bloody, previously owned weapons lying around.

TEAM DEATHMATCH

Two factions fight each other to reach the points total first. Try to organize who will be loading up with what, and do your best to not double up too much on the same class setups. The number of players will always vary, so divide up the classes as you see fit based on the map.

Let's take a map like Crash, for instance. You may decide to set up a couple of long-range assault classes or snipers. Here are some suggested loadouts for 2-3 players.

Long-Range Assault Rifleman

SLOT	NAME
PRIMARY WEAPON	M4 Carbine
NOTES/ ATTACHMENT	ACOG Scope
SIDE ARM	M1911 .45
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	Stopping Power or UAV Jammer
PERK 3	Steady Aim

Sniper

SLOT	NAME
PRIMARY WEAPON	Barrett .50 cal
SIDE ARM	M1911 .45
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	Sleight of Hand
PERK 3	Steady Aim or Iron Lung

SEA SNIPER TIP

Watch for the skull icon. This tells you approximately where your teammates went down, and that the enemy is close by.

Find out who wants to run with the preceding kits, and have them hang back a bit to rack up a 3-kill streak and get your UAVs online. If you have to sacrifice being a run-and-gun guy when you want to be a sniper, do it. You'll get more points for winning the round. Snipers and long-range assault guys should hang back near their spawns, but with a good view of the action. Good spots on Crash for these players would be the TV Shop balcony and the Blue Building (see our maps, which appear later in this chapter). If you spawn in the northeast, the Apartment balcony or the Light Shop roof are good places to set up. Do your best to thin the herd with your snipers, and get your kill streaks up as quickly as possible. If you can get enough points at the beginning of the round, you and your team can fall back and fortify a position like the Apartment Building or the TV Shop.

The rest of your team can pretty much load out with whatever they're comfortable with, as long as it fits the map. If you've got six people on your team and two are long-range assault riflemen or snipers, the remaining four should not be those classes. To complement your long-rangers, try loading out with some of the following suggestions:

Heavy Gunner/Grenadier

SLOT	NAME
PRIMARY WEAPON	M60E4
SIDE ARM	Desert Eagle
SPECIAL GRENADE	Stun
PERK 1	Frag x3
PERK 2	Stopping Power or Sonic Boom
PERK 3	Martyrdom or Deep Impact

Run & Gunner

SLOT	NAME
PRIMARY WEAPON	M4 or AK-47
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	M1911 .45
SPECIAL GRENADE	Flash
PERK 1	Bandolier
PERK 2	Juggernaut
PERK 3	Extreme Conditioning

Both of these custom classes can keep the enemies off the streets and rack up points in your column. Try to split the remaining four players into wingman teams (two teams of two), and find yourselves a place to fortify. Once you've fought your way in, bring up and cover your two long-range riflemen. Let them peek off the roofs (if any), through windows, etc., while the rest of the team locks down any entrances to your fortified camp. Team Deathmatch is all about points, and the only way to get 'em is by eliminating the enemy. Once you've set yourselves up in a good area, lock it down for as long as you can and pick off the enemies as they come to you.

Another great way to win in Team Deathmatch is by being patient. Try moving your entire team up one side or another en route to your desired destination, and progress slowly. No doubt you'll encounter enemies along your way, so dispose of them as best you can.

You'll inevitably lose a man or two in the process, so here's a great way to keep your forces strong and get where you're going in one piece: When one of your teammates dies, everyone stop and take cover. Wait for him to respawn and regroup with the team, and then proceed to your destination. Since your fallen teammate will spawn closest to where most of your other teammates are congregated, he won't be far away. Just wait for him and move on. Continue doing this until you reach your destination, or continue roving around the map in this fashion.

A variation on this "rolling" tactic is to equip your entire team with UAV Jammer perks and silencers on all primary weapons. You'll be a virtually invisible mass of impending doom. The enemy won't be able to see you on radar, no matter what. You can also equip everyone on your squad with either grenade launchers or Frag x3 with Sonic Boom.

These tactics depend on where you'll be fighting. You may need the grenade launchers to reach areas you can't with frags. You may not need to be stealthy and equip everyone with UAV Jammers and silencers. Understand the map and your surroundings before choosing which variation will work best for you and your team.

DOMINATION

This mode has three flags placed on the map that your team must capture to gain points. Each team starts very close to one flag and can take it before the other team can even get there. The other flag is in the center of the map and is usually the most contested.

To take a flag, step close enough to it to start the meter ticking on your HUD. Once it reaches the end of the bar, the flag is yours and you must defend it. The more people you have in the flag's radius, the faster the meter will fill up. The longer you hold a flag, the more points your team will get. If you control one flag, you get one point every five seconds or so. If you control two flags, you get two points every five seconds. With three flags, it's three points every five seconds. Let's start with a recommended CCS.

Freedom Fighter

SLOT	NAME
PRIMARY WEAPON	MP5 or P90
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	M9
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2 or C-4 x2
PERK 2	Juggernaut
PERK 3	Extreme Conditioning

SEA SNIPER TIP

When you take control of an enemy's flag, they're alerted. It's best to take a flag using more than one person, and do it quickly so the enemy doesn't have time to retake it.

This setup produces high mobility, high speed for long distances, and a high tolerance for pain. All of these things assist you in capturing and controlling more flags than the enemy. The submachine gun will increase your agility. Use the Claymores to surround a flag that your team controls. Place them in concealed areas that are frequently trafficked by other players. You can also set them down on the flags themselves. The same goes for C-4. This will give you an added layer of protection. It's almost like having another player on your side. The Juggernaut perk will keep you alive a little bit longer than your enemy, and that's all you need. Stand firm at your captured flags to prevent the enemy from controlling them. Juggernaut will give you that little extra edge to either take a flag or prevent the enemy from taking yours. The third perk, Extreme Conditioning, gets you from flag to flag as quickly as possible. All in all, this is a fairly capable CCS, but feel free to adjust your primary weapon depending on the map.

Okay, you've got your briefing and your CCS. Now you only need to control two flags to win. Designate one player to take the flag closest to your initial spawn, while the remainder of your team rushes to either the center flag or the enemy base's flag. The solo player taking your initial flag should be equipped with Claymores x2 to assist him while he defends that flag. Move a group inside the flag zone as quickly as possible. Watch for grenades and grenade launcher attacks while you're taking the flag, and comb the area for explosives. Consider the map environment, and think about equipping at least one player with the Bomb Squad perk. This will allow you to quickly scan the area from farther away and with more clarity. Once you have control of the second flag, split your team in half, sending a team back to the first flag you took. You should now have two roughly equal teams defending two flags.

Now that you're dug in, it won't be easy to dig you out. Play smart, and try to secure the area by making sure all avenues of approach to each flag are covered. You get two points every five seconds or so, while the enemy team only gets one point. Pick them off as they come in, and call in your airstrikes to rack up even more points and end their suffering even faster.

So there's your conservative approach. Now let's talk aggression. At the beginning of the round, designate one player to take the first flag while the rest of the team races for the next one. Once the solo player has captured the initial flag, he should regroup with the rest of the team as quickly as possible. Hopefully the one-man-short mob has taken the second flag by the time Captain Solo regroups with them. If not, he can help. Once you've taken the second flag, move in unison to the next flag and continue taking flags as a group. When running this maneuver, some alternative perks to consider are Bomb Squad to detect enemy explosives, UAV Jammer to conceal your positions, and Dead Silence to reduce noise while moving.

Now let's consider a little bit of both. Everyone goes from flag to flag to decrease the time it takes to control a flag. Then leave two players behind at each flag. You may be able to leave only one player per flag, depending on the number of people on your side. Leave an equal number of people at each flag as defense. Let's assume it's 5 vs. 5, and you have two players on each flag. Each flag team should immediately plant their Claymores and scout out some good cover to watch the flag. Roofs, windows, and brush are great places, but don't set up too far away in case you need to back up your Claymores. A good configuration is for one player to plant his Claymores right on the flag, and the other player to plant his on frequently traveled paths en route to the flag. This will prevent a single explosive like a grenade from detonating all of the Claymores at once. One player should position himself somewhere in the immediate area of the flag. The other player can dig in a bit farther away, to minimize the possibility of one grenade taking out more than one target and to hide your numbers. If the enemy comes in to secure the flag, your player closest to the flag can engage them immediately. The enemy will have no idea that either you've drawn a bead on his head or you're coming up behind him to help out your wingman.

These are viable tactics and will work well if you find yourself on a good team that's willing to cooperate. Bear in mind there are many ways to skin a cat. Domination maps can be won sometimes by good communication alone. Everyone on your team can be running around bouncing from flag to flag completely at random, but as long as you communicate with each other often and clearly, you can coordinate everything from flag takeovers to ambushes. Let your teammates know that you see all of them at one flag so that you know you're free to take another. Play to your strengths, and always watch the score during Domination. Killing enemies in Domination scores XP, but not match points. Your team can win only with captures, not kills.

Domination is a lot of fun. Be mindful of your status at all times, and you'll know what to do.

SABOTAGE

This mode is focused on a single, centrally located bomb that both teams try to acquire and plant at the enemy's base. There are many options for success in this mode. Most of the time, both teams race to the center to pick up the bomb. Knowing that, you can decide what you want to do with your team when they get there. Here are some suggested CCSs.

SPEED FREAK

SLOT	NAME	
PRIMARY WEAPON	MP5	
NOTES/ ATTACHMENT	ACOG	
SIDE ARM	M9	
SPECIAL GRENADE	Smoke	
PERK 1	Claymore x2 or C-4 x2	
PERK 2	Juggernaut	
PERK 3	Extreme Conditioning	

SEA SNIPER TIP

Sometimes the fastest route or closest objective isn't the best way to go.

This loadout allows you to run to the bomb and then to the plant spot with the Extreme Conditioning perk and the submachine gun as your primary weapon. Remember that your primary weapon directly affects your mobility. The lighter the weapon, the more mobile you are. Use smoke to mask your approach or confuse the enemy when you've planted the bomb. Some bases are inside buildings, so you can use your Claymores to block those entrances.

CLEANER

SLOT	NAME	
PRIMARY WEAPON	M4 Carbine	
NOTES/ ATTACHMENT	Grenade Launcher	
SIDE ARM	Desert Eagle	
SPECIAL GRENADE	Stun	
PERK 1	DISABLED	
PERK 2	Sonic Boom	
PERK 3	Martyrdom	

This loadout is designed for a team member to push a bit farther forward than his teammates, sending out a layer of grenades to clear the way. This player also has Stun grenades to disorient the enemy and keep them from getting to the bomb before you. Sonic Boom increases the damage done by the grenade launcher, and Martyrdom should finish off unsuspecting enemies.

Mount a full-on assault. Send your cleaner out ahead of the pack to lay down a spread of grenades and stuns, while the rest of your team advances as quickly as possible to the bomb. Once you've got the bomb, head directly to the plant location. You'll need to move fast and stay in a group. The more sets of eyes you have, the better. Keep a semi-tight formation as you progress to the plant spot, and watch for enemies along the way.

If you drop a few guys, don't freak out. Just push on. You need to get to the plant spot as soon as possible. Get in and plant the bomb, and then place Claymores at any entrances to the plant area, as well as directly around the bomb itself. Hopefully the Claymores will deter the enemy long enough for the bomb to go off. If the rest of your team is running with the Speed Freak loadout, they'll all have smoke too. Pop smoke all around the bomb and in circles around the bomb plant area. This will also deter the enemy long enough for the bomb to detonate.

While you're waiting, set up your team to protect the package. You don't want everyone set up right near the bomb, because then the enemy can eliminate everybody with one well-placed grenade. Put one player right on the bomb, while the rest of your team moves outward from the bomb and watches all avenues of approach. The key is having good shooters and good communication. You'll need to stick together. Fight the urge to just run off and engage a stray enemy. Numbers are your strength here, so use that to your advantage.

Camp your base. Most of the time, both teams rush to grab the bomb first. Use this to your advantage and let them come to you. Set up a full camp and wait. Good ideas for perks here include the UAV Jammer to conceal your team's positions, Claymores to block off any areas you can't cover, and Last Stand in case you get picked off and need to fire just a few more rounds at the guy trying to plant the bomb.

Make sure you set up at least one player at each chokepoint en route to your base. Set Claymores anywhere you can't cover or need additional support, such as right on the bomb plant area. Many players just run right up to plant the bomb without ever checking if explosives have been placed. This is a great backup plan in case someone manages to get by you. You might also set up some snipers on your camp team. They have a little better cover from the ghillie suit, and can set up a bit farther away. There's nothing worse than that feeling when you've almost planted the bomb but someone's watching you. They continually come to you and try to plant the bomb. Just pick them off, and be patient. Patience wins matches, not Rambo tactics.

An alternative tactic is to send out a Speed Freak to grab the bomb under cover of smoke, and pull back to your fortified camp. The enemy will try to acquire the package and walk right into your trap. Remember that if you're carrying the bomb and you get shot, the bomb will fall where you're killed. In addition, if you defuse a bomb, you now have it. This is particularly handy in case they pick up the package. Wait for one of them to grab it and pick him off. Have one of your teammates run up to the bomb without picking it up. Instead, set Claymores and/or C-4 all around it. It's like a tasty cupcake just sitting there for the taking. Too bad they don't know it's an *exploding* cupcake...

You can also set up a 2-man sniper team. Since both teams will reach the bomb at about the same time, your snipers should immediately set up somewhere near where you spawn, with a clear line of sight to the bomb. While the rest of your team focuses on the advancing enemy team, your snipers can focus on the bomb itself and pull the trigger when an enemy gets too close for comfort. Once your ground team and sniper team have deterred the enemy advance, quickly regroup, grab the bomb, and make for the enemy base. Remember that the enemy will respawn fairly quickly, so make your move as soon as you can.

We've covered lots of different ways to succeed at Sabotage, but feel free to pick and choose elements from any of these tactics, or create your own. Keep in mind that if no one plants the bomb, it goes to sudden death mode, where no one respawns. If the bomb still isn't planted, the team that's killed off first loses. There's no score limit in this mode; whoever detonates the bomb wins.

HEADQUARTERS

At the start of the match a random point on the map is chosen, and both teams try to capture it. Then the capturing team must defend it for a short period of time. The defending team cannot respawn. The enemy team must try to infiltrate and destroy the captured headquarters. If the enemy destroys the headquarters, a new HQ point is chosen at random and both teams have to try to capture it. Likewise, if the capturing team successfully defends the HQ, both teams then compete for control of a new HQ point. While sometimes this mode can turn into a free-for-all, you can play it very tactically.

Here are some suggestions for loadouts on Headquarters matches.

LANDLORD

SLOT	NAME
PRIMARY WEAPON	M249 SAW
SIDE ARM	Desert Eagle
SPECIAL GRENADE	Smoke
PERK 1	Frag x3
PERK 2	Sonic Boom
PERK 3	Extreme Conditioning or Deep Impact

This CCS will work for most of your team. The SAW, combined with the Deep Impact perk, will help you blast into an HQ building safely before entering. The Frag x3 perk lets you play Santa Claus and toss a few presents down the chimney. And the Sonic Boom gives those presents a little extra kick. Depending on the map, you may or may not need to use the Deep Impact perk. If you carry the SAW, you'll be much slower. The Extreme Conditioning perk might be better, because HQ points are chosen at random and you'll need to stay mobile.

STREAKER

SLOT	NAME
PRIMARY WEAPON	AK74u
SIDE ARM	M9
SPECIAL GRENADE	Stun
PERK 1	Bandolier
PERK 2	Juggernaut
PERK 3	Extreme Conditioning

The Streaker CCS helps you stay mobile so you can bounce from HQ to HQ. The submachine gun makes you light on your feet, the Bandolier perk keeps you fully loaded, Juggernaut keeps you alive, and Extreme Conditioning gets you from point A to point B in less time.

Try to mix up who rolls with what setup, and consider making two squads of one Landlord each and the rest Streakers. This will allow each squad to position itself on each side of the map. Here's where the communication comes into play. Imagine cutting the map in half diagonally, either from northeast to southeast or northwest to southwest (it will depend on the map and where you can move unmolested). Each squad should form up immediately and head to its designated position. Tell your teammates which squad is going where, and when you get to your destinations, tell each other. Hover around the center of your respective positions to avoid being stagnant. One squad should make for the first random HQ that appears and lock it down. Remember that your team won't be able to respawn while you're defending, so call in your other squad to create a perimeter around the HQ you're defending.

Once you've successfully defended your HQ, a new one is chosen at random. Split up into your respective squads, move back into position, and determine which squad will be making for the new HQ. At any time, you can combine squads and take an HQ with full force. Remember that the reason for splitting up into two squads is so one squad will be closer to the next random HQ point. Keep bouncing from HQ to HQ in this manner. Try to take as many as you can without the help of the other squad, so they're free to grab the next one that pops up. Your team gets points for taking HQs, for defending them, and for destroying them.

Since this mode takes careful planning you may opt for a simpler approach. Split up your team into wingman groups of two and head to the first headquarters. One team should be designated to capture the HQ, while the remaining wingman teams set up a perimeter around the area to ward off the impending attack on your new base. Once you've successfully defended your base and a new one is chosen, move toward it. Keep a distance between teammates and wingman teams. You don't want a single grenade blowing you all to kingdom come.

Let's say the enemy captures the new headquarters before you can get there. Now you've got a problem. Hopefully you still have a couple of Landlords at your service. Have them fill the HQ building with frags while everyone else opens fire on it. Make it quick. You won't have too much time to get in there and destroy it. Once the initial volley of bullets and frags is done, send in a team to destroy the HQ. If they fall, send in the next wingman team. Keep this going until you've destroyed the enemy headquarters. Everyone must pay close attention to who's going in and when. This is a very effective and mobile tactic. Divide up your wingman teams as you see fit, but think of them like drops of water that can come together at any time to form a sea of death.

You'll have satellite data on all of your battle locations, so you'll know where the HQs will be located. You can have a sniper or two grab some high ground and keep an eye on one or two possible HQ locations. This will give you some advanced notice on enemy locations to help you time your attacks. Speed is key in this mode. Be sure to stay light on your feet.

SEARCH & DESTROY

Also called S&D, this mode starts off one team with an explosive device that must be planted at one of two locations on your mini-map. One team attacks (team that plants the bomb) and the other defends. The defending team has two plant locations to defend and must consider that during the match. After three rounds, the teams switch sides to give the other team a chance at planting the bomb. The default setting requires a team to score four points in order to win.

You don't have to plant the package to win a round. You can just kill everyone on the other team because there's no respawn. Or you can prevent the attacking team from planting the bomb before the time runs out.

One of the most important things to keep in mind is that you don't respawn. Once you die, you stay dead, so be cautious and accurate. This mode can be extremely tactical and may play out in many different ways. A basic assault kit should do you well, but here are a few suggestions for custom class setups before we get started.

Defending Attacker

SLOT	NAME
PRIMARY WEAPON	G36c
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	M1911
SPECIAL GRENADE	Stun
PERK 1	Claymore x2
PERK 2	Stopping Power
PERK 3	Deep Impact or Extreme Conditioning

This CCS is made for defenders who want to go on the offensive. With this setup, you can push farther forward and place Claymores at the entrances to plant spots. Use your assault rifle and Red Dot Sight to pick off incoming enemies with fewer bullets, thanks to your Stopping Power. And if an enemy gets by you and you just can't get a clear shot at him, use Deep Impact to lead him a little bit and put 'em down.

Homeland Security

SLOT	NAME
PRIMARY WEAPON	M1014
SIDE ARM	Desert Eagle
SPECIAL GRENADE	Stun
PERK 1	Claymore x2
PERK 2	Juggernaut
PERK 3	Martyrdom or Extreme Conditioning

The Homeland Security setup is ideal for camping one of the two plant locations. Set your Claymores around the plant spot and stay in close proximity. Use your shotgun to turn your enemies into an abstract wall mural, while keeping yourself alive with Juggernaut. If you die, take out the rest of the crew with Martyrdom.

Mobile Assault

SLOT	NAME
PRIMARY WEAPON	P90
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	M9
SPECIAL GRENADE	Smoke
PERK 1	Frag x3
PERK 2	Double Tap
PERK 3	Extreme Conditioning

This setup is more for the bomb carrier and his assault party. The P90 submachine gun keeps you light on your feet. Smoke creates a distraction or masks your approach. Frag x3... well, what are frags for? Double Tap puts more bullets downrange, and Extreme Conditioning gets you where you're going before the enemy thinks you'll be there.

Stealth Assault

SLOT	NAME
PRIMARY WEAPON	M14
NOTES/ ATTACHMENT	Silencer
SIDE ARM	M1911
NOTES/ ATTACHMENT	Silencer
SPECIAL GRENADE	Smoke
PERK 1	Bomb Squad
PERK 2	UAV Jammer
PERK 3	Dead Silence

You're all but invisible when you run with the Stealth Assault setup. With silencers on both your primary weapon and your side arm, you don't light up on enemy radar when firing. You have smoke for distractions or cover, the Bomb Squad perk to watch for enemy Claymores or C-4 in your path, and UAV Jammer and Dead Silence so you don't show up on radar sweeps, and no one hears you coming.

We'll start with the assault team that has the bomb. Let's talk about two different types of group-based assaults: the mobile assault and the stealth assault. The mobile assault team should load out with the mobile assault CCS. This gets everybody to the designated plant spot much more quickly than without Extreme Conditioning. Since you're all carrying submachine guns, you're much more mobile as well.

Decide beforehand which plant spot you'll be heading to, and move as quickly as possible toward it. Don't wait for each other; just go as soon as you spawn. Once everyone gets there, have a couple of players go inside with the bomb carrier to block the entrances (and set Claymores or C-4 if available) while the carrier plants the bomb. By now the rest of the team is either in a firefight outside or has set up camp just outside the plant area.

Once the package has been planted, the plant team should leave at least one player inside to hard-guard the bomb, while the other two head outside to assist in the bomb defense. Know in advance which player will be hard-guarding inside, and if they go down, you can fill in. Always check your satellite data prior to every match, and note the distances between the two teams' spawns and both plant locations. This will give you a good indication of what you'll be facing en route.

You'll undoubtedly encounter resistance on your way to plant the bomb, so lead the way with frags, "walking" them around and back from the plant area. Walking grenades is a great way to make sure you don't miss someone because you misjudged their exact distance. With Frag x3, you can toss one grenade at 10 yards, one at 15, and one at 20 to make sure everyone within that span eats shrapnel.

The stealth version of this tactic is similar but requires a bit more patience. Everyone should load out with the Stealth Assault CCS and slowly make their way toward one of the plant areas. You want to pick off enough enemies to call in a UAV. Once you've got someone with a 3-kill streak, call in your UAV and see where most enemies are. Then take the package with your entire team to the most unguarded base, and plant the bomb. Since your entire team won't show up on radar due to shooting or scanning, the enemy cann rely only on visuals.

Once you've made your way to the unguarded base, pick off any enemies. Plant the bomb and set up camp. Some players might want to grab the Claymore x2 or the C-4 and plant them directly on the bomb to deter enemies, or even delay them long enough to let the bomb detonate. You can also pop smoke on the bomb itself after you plant it, or all around the base's perimeter so that incoming enemies can't draw a bead on your position with grenades. Defend the bomb and chalk up a win in your column. This can be a very formidable tactic if performed correctly. If the enemy team can't light you up on radar, their frustration could be enough to help you win.

These are just a couple of ways you can work as a team to achieve success. Again, good communication will be key. Don't double up on calling in UAVs; try to walk them one after the other. Wait until the first player's UAV runs out, and then call in yours. This method is tough because you need to keep an eye on it, but it can be very efficient. Putting Claymores and C-4 on a planted bomb is a great tactic even for a solo player, but bear in mind that you don't respawn in Search & Destroy.

Don't forget about your airstrikes and chopper support. You can use them in a couple of different ways. You can use an airstrike to clear a path to the plant spot, or to help create a perimeter around a planted bomb. Chopper support is best used as a defensive option in this mode. Wait and call in your chopper support once you've planted the bomb. The enemy team will never stand a chance.

Oh, hey, enemy team! Here's how you can stand a chance: When you're on the defending team, split your resources. Split your team into two squads, and try to have a 2:1 ratio of Defending Attackers to Homeland Security in each squad. Initially, your Homeland Security guys should set up Claymores in strategic spots as quickly as possible, either en route to the bomb plant spot via the enemy base, directly around the plant spot, or both. Your Defending Attackers should move up ahead to fend off the incoming attack. Once everyone's in place at each plant spot, use communication and UAV support to tell each other where the bomb is being taken. Then maneuver one squad behind the attacking team to meet up with your other squad, and sandwich the attacking team. This is a great tactic, especially if you can call in an airstrike to protect one of the plant spots.

This tactic can be altered to use some long-range snipers. Have a couple of players load out with sniper rifles and camp some distance from each plant spot. You can replace one Defending Attacker in each squad with a sniper. The snipers should scope in on the plant spot and wait for the enemy to breach in and start to plant the bomb before firing. Be mindful that you don't respawn. Snipers should consider running with the Overkill perk instead of Stopping Power or Juggernaut, so they can carry an additional primary weapon and assist in the possible assault of the enemy base.

Add a silencer to both your primary weapons and side arms, and change your perk two to UAV Jammer. This will enable your team to remain hidden from scans and noise violations. Chances are, the enemy team will be looking for who's where on your team to decide which spot to plant the bomb, so become invisible and pick them off as they walk right up to you. You don't need to split your team into squads all the time; hover between the two plant spots and be ready to move to one or the other at any given moment. This will double your forces and help you to more easily eliminate the enemy while remaining invisible on radar. On some maps, smoke makes it easier to see when enemies are coming. Have all members of your team pop smoke in a line across the map a bit farther back from the plant area, and wait. The smoke will create a wall of white, so your eyes can focus on any movement.

With the right map, the right combination of weapons, attachments, and perks is lethal. It's a lot to think about, but it'll get your team more points than the opposition. Don't forget; there are 10 levels of Prestige. Public rooms have some other options, such as Team Tactical, which rotates between Domination, Headquarters, Sabotage, and Search & Destroy. This is great because it breaks up the monotony of Team Deathmatch rooms. There are plenty of points to be earned in all modes, so don't worry about not getting as many points in certain ones.

Team Hardcore gets a little hairy. Featuring only Team Deathmatch and Search & Destroy, it gives you a limited HUD, turns friendly fire on, and increases everyone's bullet damage. This is about as close to real life as you can get without making the game unplayable. Try it and watch the pace of the game slow down to tactical speed. No one wants to die, so be careful!

HARDCORE, OLD SCHOOL, AND CAGE MATCH MODES

Hardcore matches are pretty much one-shot kills and no random grenades, because friendly fire is turned on. You can't see your buddies on radar, so make sure they're not standing where you're throwing grenades.

Then there's Old School mode. OS consists of Free-for-All and Team Deathmatch, and there are no classes. Everyone starts out the same, and you pick up your weapons and perks throughout the map. Round the corner, and pow, there's an M4 Carbine! Oh, look, you fell into the Juggernaut perk! There's nothing like the pace of an Old School match. You can jump higher and have increased health. Oldcore mode? Just like Old School mode, but with the limited HUD from Team Hardcore mode and extra bullet damage. Get ready for some epic knife fights!

The last mode we'll cover in this section is called Cage Match. Cage Matches are Old School-based, with no classes. All of your weapons and perks are pickups on the map. Throw your recruits in with each other and see what happens. Two men enter, one man leaves!

Tactical Basics

This section covers everything from teamwork to formations and infiltration techniques. We'll get into sniping tips, flanking, camping and assaulting tips, and everything in-between.

TEAMWORK

There are many thankless jobs in video games, and we've all done them before. You can't expect to keep a base or a flag if you don't defend it. Sometimes you'll have to sit and wait, and that kind of teamwork is just as important as sticking with your buddy. You need to work as a team and do whatever job the team needs you to do. It might mean camping a domination flag. It might mean rushing out to be a distraction. If your efforts help your team win, you're holding up your end of the bargain.

Don't always worry about how many kills you get. Someone else might kill twice as many enemies as you did, but you could end up with more points. It's all about meeting the objectives. Granted, some objectives only consist of killing people, but that takes teamwork too. You're not a one-man band. You'll need the help of your team on most occasions.

Work with your teammates to come up with a good range of perks. You may not need to have three guys with Claymores or RPGs. It's a good idea to have a couple of people specializing in certain tasks for redundancy. You'll have to swallow your pride from time to time and be the flash grenade guy or the smoke guy, but it's all for the good of the team.

Working in groups will increase your chances of winning firefights against groups smaller than your own. Make sure everyone is paying attention to the task at hand and focused on the primary objective, whatever it may be. If you have a three-man squad that has a wingman team pinned down, organize a breach and finish them off. You don't want to go in one at a time. Two players can lock down a building pretty well, and unless you storm in with more targets than they can acquire, you'll be target practice.

SQUADWORK

A squad is a small group of players working as a team within a team. You'll have to decide how to divide your team based on the mode and map.

Two squads work great for everything from Team Deathmatch to Search & Destroy and Domination. For instance, in a Domination match, you can send one squad out to take and defend the first flag, while the other squad heads out to capture and defend the central or enemy flag. This will give you a solid force at two flag locations, forcing the enemy to come at you with more players than they may want to.

How about two wingman teams and a solo scout on Headquarters matches? While the scout makes for the initial HQ, the other two teams can circle around the back of the map and come up behind the enemy. Keeping squads mobile on a map like Headquarters will maximize the chance of your team being closer to one of the randomly selected headquarters than the enemy.

Sometimes you only need a little bit of help, so calling in just one wingman team is a great solution. This leaves the third wingman team free to go about their business.

Search & Destroy matches can benefit from a four-man squad and a scout. Set it up like this: Send out your scout to smoke their way to one bomb-plant area and make noise. Have them load out with LMGs or grenades, Bandolier perks, you name it, but have them make as much noise as possible. At the same time, the bomb carrier is in the squad of four. This "fantastic four" should smoke their way to the other plant area simultaneously, but run silent (UAV Jammers and silencers recommended). The squad of four will provide additional protection to the bomb carrier, and if needed, the distraction wingman team can assist. Hopefully the enemy will fall for your distraction at least once.

Remember that squads are just smaller parts of the big machine. They should come together whenever necessary to overcome any situations that a single squad can't handle. Flow like water in and out of formations and duties whenever needed. Every squad makeup has its own advantages; you just need to do your research beforehand and decide which configuration will best benefit your team.

SNIPING

Hold your breath and be patient. On some maps, selecting a sniper rifle as your primary weapon will give you a good uniform like the ghillie suit, but you'll want to use some additional items when setting out to snipe.

One big perk is Claymore x2. When you're sniping, it's usually from an area where you can't see everything coming toward you. Whether you're on a roof or a grassy hill, someone will find a way around you. Set up your Claymores in places like the tops of ladders if you're sniping from the rooftops, or the entrances to a room if you're shooting out a window. Place them far enough apart that one grenade doesn't set them all off.

The Bomb Squad perk is another fun addition to a sniper's arsenal. Once you get set up in your perch, scan the area for enemy explosives and snipe them to pieces. Combine this with the Deep Impact perk to dispose of any unwanted explosive materials behind cover.

Another great perk for a sniper is Overkill. This allows you to carry two primary weapons. Use this when you want to snipe for a while, and then hit the ground running with your assault rifle to help the team in some building-to-building fighting.

Snipers can also greatly benefit from the UAV Jammer. Don't you hate when you find that awesome spot, but then the enemy calls in a UAV and you're caught in a volley of grenades? Use the UAV Jammer to hide from enemy radar scans.

Of course, we can't leave out the good ol' Iron Lung perk. This lets you hold your breath for longer periods of time when sniping. This is a great perk after a few cups of coffee.

Your perks should be based on the map and the style of sniper you feel like being: stealthy, mobile, patient, etc. Be patient and aware at all times. Sometimes you'll sit and wait for what seems like forever, but then you see your target and pow, right in the kisser.

When you find a good spot that the enemy seems to be frequenting, take notes. Watch where they enter and leave, watch how fast they run through, and check where their heads are when they're running through your scope. Line up your crosshairs with something in the background, so the next time they come through, you can put your crosshairs on their level and wait for them.

Sniping is a bit of an artform, so practice and be patient. Sometimes a sniper needs to wait for that one headshot, but sometimes even a shot in the leg will slow down an enemy enough for your ground-pounding buddies to finish him off.

GROUND-POUNDING

Ground-pounding, or running-and-gunning, is key to success in *Call of Duty: Modern Warfare: Reflex Edition*. Whether your team is running solo, as a mob, or split up into squads, each member must be proficient in the ground war.

The most efficient ground warriors know their surroundings, their limitations, and their enemy. Learn your surroundings and study your satellite maps of the area. Scout the area, and find out if you'll be fighting in close-quarters combat or from building to building. This will help you plan your loadout before entering. Don't select a sniper rifle and Claymores if you expect to be running from building to building, because they won't do you much good. Instead, choose an assault rifle, shotgun, submachine gun, or even an LMG. Each of these weapons excels in different areas and for different reasons, so be sure you know your role and your location before choosing the best weapon for the job. Submachine guns and shotguns are ideal for close-quarters battles, while LMGs and assault rifles are better suited to open incursions where you may need to take out a few enemies from medium range.

Sniper classes are not out of the question. Sometimes you need them on your team. Just be sure they run with the Overkill perk and can carry a second primary weapon, like an assault rifle or submachine gun.

Almost all of the available perks work great for ground-pounders, but maximize your efficiency by choosing the right combinations of perks and weapons. The Frag x3 perk is a great choice for run-and-gunners. Save these for when you know someone's camping in a building and you want to blow them out, or heave them in a walking spread to push back an enemy advance.

Consider the Bandolier perk as well. This will give you additional magazines for all of your weapons. Being on the ground, you don't want to run out of ammo, especially if you get pinned down and need to shoot your way out.

In the second set of perks, you'll have to make some tough decisions. Stopping Power is better suited to medium-range shooters, to maximize the one-pop shots they take from time to time. It also helps finish off enemies in CQC situations faster than normal, and it conserves ammo. Juggernaut helps keep you alive longer than the enemy. Sleight of Hand minimizes the time you spend reloading, which is key in firefights. Double Tap increases the fire rate of your weapon, and that's always a good thing. If you decide to run with Frag x3, consider carrying the Sonic Boom perk from set two as well. This increases the explosive damage of your grenades. Since most ground-pounders are looking for kills, try Extreme Conditioning from perk set three to get you from kill to kill faster, or Last Stand or Martyrdom.

We know how you run-and-gunners hate to die without taking someone with you. For you Captain Solos out there, your best chance at killing the most enemies is to be smart and know your map. Study the satellite data provided in this document to locate hot spots and areas of engagement. You also need to practice. It's the only way to really learn the dynamics of each map. Find out where enemies like to go, how they get there, what they do when they get there, whether they snipe, hide behind the couch, go prone, etc. All of this intel will help you eliminate them more quickly. Play smart and come around behind them. Toss grenades into their camp when they're not expecting it. Light them up on UAV sweeps and see where everyone's hiding out or moving. The more you know, the less they'll like it.

MANEUVERS

The following section discusses how to position yourself against the enemy to create an ambush, flank, assault and camp, and more. Consider everything, from the mode, to the map, to how many players you have at your disposal.

Let's look at how to set up an ambush. The ideal situation is to set up somewhere close to where you begin, so you have time to coordinate your team. Look at your satellite data and find the best place to set up. Look for chokepoints (areas where there's nowhere else to go but through that point), which are usually streets or buildings, but can be something like a field. You can force the enemy into chokepoints by herding them with explosives and gunfire.

Let's assume you have two chokepoints to cover. You know the enemy will be advancing through at least one of these points, if not both. Split up your team as necessary to cover each chokepoint. Place a long-range rifleman at each one to get the drop on the enemy advance. Set up Claymores, C-4, or even a light machine gunner lying prone under cover to seal up the chokepoint.

One of the keys to setting up a successful ambush is timing. Wait until the enemy thinks they've broken through the chokepoint, and then assault them from every side all at once. Another advantage for your ambush team is to combine the UAV Jammer perk with primary weapon silencers. Your whole team will be invisible. The enemies won't know where you are, and if they come in one at a time, they'll never know where the kill shots are coming from. Remember that patience is important.

Flanking is a huge part of *Call of Duty: Modern Warfare: Reflex Edition*. Most battles take place head-on in the center of the map. You could just run right into the fray, but the smart, opportunistic player looks for ways to stay alive the longest and eliminate the most enemies while achieving objectives. There's almost always a way to get behind your enemy and surprise him with a humiliating knife in the back. Refer to your satellite data and look for ways to navigate through any particular map. Check for building hops, like windows, doors, stairs, etc., that allow you to move from building to building without having to expose yourself in the open. Have your knife ready to cut your way through, because you may encounter an enemy sniping or camping one of the buildings you're trying to traverse.

Once you've successfully navigated your way through the buildings, make your way behind the enemy and go silent. Use your knife, Dead Silence, or UAV Jammer to become the invisible hand of death. Also, look for alternate ways around the main confrontation areas, such as behind buildings, through trenches, bouncing from cover to cover, and especially underground tunnels and even some rooftops. These will all be located on your satellite pics, so take some time to really look at them.

Sometimes you need your entire team to successfully pull off a flanking maneuver. Try sending one player around the left side to flank, while another player moves around the right flank. The remainder of your team should cause a ruckus in the center of the engagement area with smoke and grenades. LMGs are good for this, and the Frag x3 perk as well. If your flankers are running with silencers and UAV Jammers, and your main team is making enough noise to wake the dead, your flank team can thin the herd for the rest of your team.

CAMPING

You either love camping or you hate it. Either way, it's part of online life. Learn to do it right, and then decide when and where to use it. You may think it's silly to camp in a Team Deathmatch game. It's not. You can frustrate your enemy into doing stupid things, and it's a great way to build camaraderie among your teammates.

First, find a good place to camp out. Look for buildings or areas that have the fewest number of entrances. Chances are, you'll have to cover at least two entrances. Always scout the area for windows that enemies can lob grenades through, or holdouts that are made of plywood. The enemy can shoot through plywood, so don't hide behind it.

Once you have a nice little hideout, split up your team to cover all the entrances. Make sure you put your backs to the walls and your fronts to the entrances. If you have enough manpower, try to set up redundant crossfire on the entrances. Think of an upside-down V, in which you and your buddy are the two ends and the entrance is the point. Both of you should be firing at the entrance. Depending on which weapons you have, you may need to alternate fire.

If you know you have to hold off the other team for a certain amount of time, have one of your crossfire team members fire off his whole clip at the entrance. Then you fire off yours. Keep alternating in this fashion. With a steady stream of lead coming out of that entrance, no one is going to come in.

Watch for grenades, and be ready to relocate or fall back. If you're in a three-story building and your first-floor team is getting overwhelmed, have them fall back, or in this case, fall up. Don't forget to use things like C-4 and Claymores. Put them just outside entrances, or just inside, as long as they won't blow up you and your buddies.

While your first-floor team is holding off the enemy, have your upper-level players peek out the windows or balconies and pick off any enemies who aren't looking up. Drop grenades on them for fun, but be careful that they don't accidentally bounce back into your first-floor team.

Watch and learn. You've had enemies camp on you before, and you probably didn't like it. That's because it worked. Take notes on what they did right, and work that into your own camping tactics.

FORMATIONS AND ASSIGNED POSITIONS

While formations and positions are used frequently in real-life military situations, they're not normally used in online gaming. But they can be a great tool in your box. When you're running in squads, you don't want to run in a straight line and give enemy snipers an easy target. Practice advancing in a wedge formation. Imagine a V, with the point of it being the tip of your assault spear. While moving, your point man can clear the way ahead, while the two players on either side of him can get a wider field of vision and clear a much wider path in front of your squad.

There are many different formations you can experiment with, and the best configuration will depend on your terrain and number of available players. Remember to always keep your spacing so that a single grenade won't eliminate your entire team.

Assigned positions are more for sports than video games, right? Nope! You can make them work to your advantage. Think of a hockey or soccer team. You've got a forward line, middle linemen, and defensemen, and all of these positions work together to win the game. Depending on the number of players on your side, try to divide everyone up into positions based on their strengths. If someone's good at camping, put them on defense. If someone's good at assaulting, put them on offense. If you've got a six-man team, put three players on offense (forwards), two players on defense (middle linemen), and one guy as a full-on defenseman. The forwards should set up as a right wing, a left wing, and a center. Their job is to move forward as a line and assault the enemy. The middle linemen should adjust constantly based on what the forwards are doing. If one of the forwards falls, bring up a middle lineman to fill that spot until the fallen forward can respawn and come back. The middle line should move up to assist when needed, or move back to help defend, but should always position themselves between the forward line and defensive line. Your defensive line must tell you if they need help at any time, so your middle linemen can fall back to help. Communication is a must when playing positions, so that you can tell your team you've lost someone on your forward line and need a replacement.

Positions can be a formidable force because they're wave-based. Once your forward line pushes up far enough, your middle line can push up as well, including your defensive line. Now you've got your whole team pinning down the enemy in their base, and that's not fun for them. Experiment with different numbers of players on each line, and see what works best for you on different maps.

INFILTRATION

Of course, you can infiltrate an area via stealth tactics and perk combinations, such as UAV Jammers and silenced weaponry, but let's get into tactical breaching of buildings and similar areas.

Let's say the enemy has taken up residence in a three-story building. You know they'll have people watching out any available windows and on the rooftop, so you have to watch all of these areas when you're getting ready to breach. First you'll need some flash, smoke, or stun grenades, so consider the Special Grenade x3 perk. Additional items to bring along include a grenade launcher, Frag x3, Deep Impact, and even Martyrdom. All of these things will aid you in getting into the building and taking it over.

Stack up your team just outside the building, but clear of any firing lines. Be wary of enemies in windows dropping explosives on your head or jumping off the roof and coming around behind you. If you find a mass of enemies on a roof and you just can't get a good shot or get your grenades up there, call in an airstrike.

Once you're stacked up, someone pop flash, and have a buddy follow it up with a stun grenade. If you hit someone with a stun grenade, your crosshairs will change from a + to an x, letting you know they've been stunned. This is a very handy tip when breaching. If you don't see that x, toss another stun. When you've deployed both flash and stun grenades, move into the building in teams of two, but stagger them. Don't run in one after the other, or you could be taken out by Claymores or a steady stream of LMG fire. Nobody wants that.

Okay, that's the tactical, practical approach. What would Rambo do? He'd just run in there with a knife and a snarl! But you're not Rambo. Sorry. Try grabbing the Deep Impact perk and a SAW LMG. Grab your Frag x3 or RPG-7 x2 and Sonic Boom, and just unload on the building until you think it's full of dead people. When you're tossing grenades in there, line up your toss and try to bank it off windowsills, ceilings, and doorjambs. If you practice and get good at it, people will think you're cheating.

So you basically have two ways of getting into a building: the tactical blind-and-rush way, or the "blow it all to hell and see who's left" way. Both are effective if done correctly. Good luck, and remember that once you've evicted the building's tenants, you're free to move in!

SEA SNIPER TIP

Never stay in one spot for too long. If you kill someone, you should almost always relocate. They'll know your position when the screen cuts to the kill cam.

MAP TACTICS

The following section details some great locations, tips, strategies, and class/perk suggestions for all multiplayer levels. We'll give you some suggestions for team tactics as well. Keep these notes handy during matches, and try to rotate between them to keep the enemy off-guard.

AMBUSH

U.S. Forces vs. OpFor. This is an urban desert town divided horizontally by a main road, on which a convoy has been destroyed. The northern side is a shanty town, while the south side is constructed of sturdy materials and offers more stable cover. There are two drainage pipes running under the main road that run south to north.

These loadouts will help you remain unseen, cover your advance or retreat, watch your back, and get where you're going quickly. For the more mobile players, choose the Basic Assault setup. You'll have plenty of speed to sprint across the road, smoke to distract or cover your movement, the UAV blocker perk so the enemy can't see you on radar, and 3 frags to help evict tenants from buildings.

The Stop and Snipe custom class setup is more for the semi-mobile sniper who likes to hang out for a while and snipe before relocating. By selecting the Overkill perk, you can carry an additional primary, so choose an assault rifle. Bring Claymores to watch your back while you snipe from the rooftops, and use Smoke and your Extreme Conditioning perk to get to a new position.

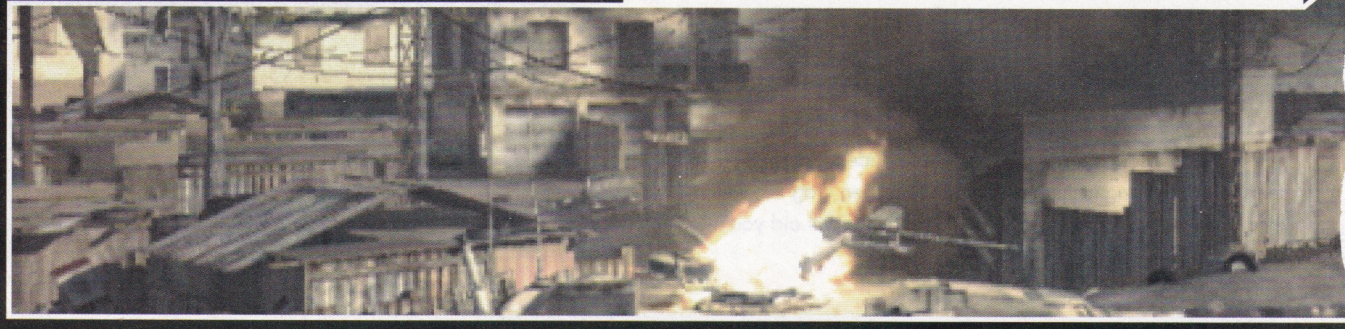
SUGGESTED LOADOUTS

BASIC ASSAULT

SLOT	NAME
PRIMARY WEAPON	G36c
NOTES/ ATTACHMENT	ACOG Scope
SIDE ARM	M1911
SPECIAL GRENADE	Smoke
PERK 1	Frag x3
PERK 2	UAV Jammer
PERK 3	Extreme Conditioning

STOP AND SNIPE

SLOT	NAME
PRIMARY WEAPON	G36c
SECONDARY WEAPON	Barrett .50 cal
SIDE ARM	M1911
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	Overkill
PERK 3	Extreme Conditioning



AMBUSH: TEAM DEATHMATCH

TIPS & LOCATIONS

The main road is where most of the action takes place, so use the two underground tunnels just north and south of it. These are great places to plant Claymores as well. Set up a crossfire by putting one player at each end of the main road, on the east and west ends, and on opposite sides of the disabled vehicles. If they can find some good cover, they should be able to help thin the herd. The tunnels are also good places to plant C-4. Set some at the exits of the tunnels on your team's side and watch them from a rooftop. The stranded tanks on the main road can also offer cover. Try lying down on the front of one of the tanks while picking off enemies with an assault rifle and an ACOG scope. But be careful, because the fire on the tanks is lethal.

Getting across the road can be tricky. Try using smoke to either distract the enemy or mask your advance. Use Extreme Conditioning to sprint all the way across and get to safety.

The rooftops throughout the map offer you some great vantage points from which to shoot. Plant your Claymores at the tops of the ladders or stairs to the roofs, in case the enemy tries to sneak up from behind and knife you. Remember to keep your knife handy when you're maneuvering through the buildings and alleyways on either side of the road. You never know when you'll round the corner and bump into an enemy. You'll find many craters in the ground from mortars. Use them as cover when nothing else is available, or use them to hide in plain sight with a UAV Jammer

and a silencer. Enemies will run right past you if you conceal yourself correctly and don't move.

Grenade launchers are a good choice on this map, because you may not be able to throw your grenades as far as you can launch them. Use the grenade launcher to fire precision shots that might not be possible with hand grenades. Throw in the Sonic Boom perk to maximize explosive damage. If you don't take the grenade launcher attachment, you can take Frag x3 and carry three grenades. Take the Sonic Boom perk for your second selection, and use your grenades to clear a path wherever you need to go. Walk them back or throw them in an arc from left to right to clear out an entire area in one volley.

Since this is a fairly open map, let your snipers or long-range riflemen pick off enough enemies to call in a UAV before making your way into battle. This is especially helpful on a map of this nature, because there are so many places to hide and maneuver. Airstrikes work well on this map, as do chopper support calls. Make good use of them, and remember not to double up on your UAV sweeps.

AMBUSH: SEARCH & DESTROY

TEAM TACTICS

There are many ways to win on this map. There are three main routes across the road to engage the enemy. Let's assume you're running a six-man team. Break up your team into two squads of two (wingman teams) and set one of your team to tackle the enemy solo. Snipers are ideal for this responsibility. Send them all across the road simultaneously, under cover of either frags or smoke. Once your teams get across the road, they should all proceed along the same routes they took to get across, clearing every building and area along the way. All teams should make their way to the back of the map (enemy spawn) and regroup to work back through the map in a single unit. While clearing rooms, buildings, and alleys, maintain good communication with the other wingman teams, and call them over for support if needed. You can effectively push the enemy out of their side of the map if you do it right.

Once your teams have regrouped, go back the way you came, but choose a side and circle the map. Keep your backs to the outer edges of the map. Maneuver throughout the map, maintaining decent spacing so grenades don't take out more than one player.

Teams can also set up camp in a fortifiable area. You can back into an area such as the Ruins or the Lot, and seal off the chokepoints to those locations. Have your camp team use the UAV Jammer perk and put silencers on all primary weapons and side arms. This will

render you invisible on radar and allow you to get off a few more shots before the enemy realizes where you are. If you're camping the Ruins, you may even send one player up to the building just south of Ruins to operate the mounted machine gun on the south-facing wall. This will certainly delay the enemy's advance. Set up Claymores at all chokepoints, and seal off the area. Let some of your snipers or long-range riflemen pick off incoming enemies from the rooftop or windows.

The all-stealth assault works great if you can get everyone to load up with UAV Jammers and silencers. Split into two squads of equal numbers, and smoke the west and east routes on the main road simultaneously. Let the smoke billow up a bit and make your way across. Meet each other at the back of the map, clearing the way as you go. Then regroup and head back through the middle of the map. Make for the tunnels. Always be ready to knife someone who comes up on you too quick. Clear the tunnels and comb the other side of the map before making your way back where you started and repeating the process.

A great way to switch up this assault is to run it once the same way, but then on the next round, pop the smokes in the same places simultaneously, but run as a single unit and circle the map. Continue to rotate through different ways of getting across the road and eliminating the enemy on their turf. Another tactic is to have everyone pop smoke on both sides of the road, and then one at each end of each tunnel entrance. Move through the tunnels quickly and you should still be able to exit under cover of smoke. You'll have to do this in a very coordinated manner, so everyone knows where they need to throw their smoke.

BACKLOT

U.S. Forces vs. OpFor. This urban desert setting contains many two-story buildings, including the hotly contested Construction Zone. A lot of fighting takes place just in front of it, especially down the north/south streets on either side. There's plenty of cover here, but you'll need a buddy to watch your back.

These are basic suggestions for ground-pounders and snipers. The Basic Assault CCS is great for tooling around and infiltrating enemy strongholds. This custom class setup enables you to quickly acquire targets on the run with the Red Dot Sight, and still lets you fire from the hip with good accuracy from the AK. Use the additional frags to clear out those pesky squirrels hiding in your attic, and if they bite you to death even with your extra health, Martyrdom will finish the job (or at least aid the next gang that tries to come in).

The Sniper class is designed for sniping from the high-ground rooftop of the Construction Zone. Use your .50 cal to pick off counter-snipers and stop the enemy advance on the roads. Set up your Claymores on any ladders and stairs leading up to your position. Use the UAV Jammer to conceal your position, and the Iron Lung to steady your hand for longer periods of time.

SUGGESTED LOADOUTS

BASIC ASSAULT

SLOT	NAME
PRIMARY WEAPON	AK-47
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	M1911
SPECIAL GRENADE	Stun
PERK 1	Frag x3
PERK 2	Juggernaut
PERK 3	Martyrdom

SNIPER

SLOT	NAME
PRIMARY WEAPON	Barrett .50 cal
SIDE ARM	M1911
NOTES/ ATTACHMENT	Silencer
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	UAV Jammer
PERK 3	Iron Lung

BACKLOT: TEAM DEATHMATCH

TIPS & LOCATIONS

Use the rooftops to your advantage. There are several buildings that only offer two-story levels or balconies from which to shoot down on your enemy. These are great spots, but use them sparingly because you'll stand out before too long. There's a lot of cover on this map, so consider ghosting (UAV Jammers and silencers). There are plenty of places to hide even out in the open, such as certain tall grass patches and various other nooks. The two roads in the center of the map, the east and west roads that run north and south, are where most action develops, but try to get a UAV up as quickly as possible. There are so many avenues of approach on this level, and it's easy to lose someone in the alleys and buildings.

Since this map is chock full of rubble, walls, buildings, cars, etc., use motion to detect enemies when UAVs are unavailable. Wait for someone to move before you decide which way you're going to head. Think about using the Eavesdrop perk on this map, because you'll be in fairly close quarters and might hear something useful that you can relay to your team. Try setting up in the Garage in the center of the map, where you'll have a great vantage point on most of the map. Be wary of snipers while you're up there. Don't forget to use Martyrdom on this map from time to time, because there are many things to get hung up on while you're trying to run away from the clink, clink, c-clink...

BACKLOT: SEARCH & DESTROY

When playing Domination on this map, note that the Construction Zone offers a great view of the B flag. You can camp the C flag fairly well from inside the building at the parking lot, but most players will immediately look for enemies there. Try waiting for enemies to come in and retake the C flag, and then detonate your C-4. The B flag area in the center of the map just west of the garage can be guarded by one player in each building west and east of it. You can access the second stories of both of those buildings, making it more difficult for the enemy to see you and eliminate you.

In Headquarters, take note of the Café, the Construction Zone, the Highground Rooftop, and the Apartments, and keep teams close to those points when possible. It may be more beneficial to let the enemy capture an HQ and then destroy it, as opposed to losing too many players trying to capture it yourself. Remember that your camouflage, on both your body and your weapon, will make a big difference. Be sure to use flanking maneuvers as often as needed, and try to bounce from cover to cover to avoid the mass carnage on the main roads connecting the high ground rooftop to the Construction Zone.

TEAM TACTICS

A solid plan here is to set up at least two snipers with UAV Jammers or Overkill in case they need to help you out on the ground. While your two snipers get set up on the Construction Zone, Highground Rooftop or Garage, Café, etc., make sure they set Claymores to watch their backs (the rest of your team will be on the ground, assaulting either the Construction Zone or the Highground Rooftop). By the time you get the ground team up to the Construction Zone, hopefully you'll have racked up enough kills to call in a UAV. Find out what the enemy is doing before you decide what to do. If they're holed up in the Construction Zone, use your grenade launchers or frags to take control of it. Use stun grenades and Juggernaut or Martyrdom to assist.

Split into two squads, and use similar tactics as those described for Ambush. Smoke both sides of the road to mask your numbers and direction. Take one squad up each side and commandeer the building of your choice. The next round, switch it up on your enemies by popping smoke on both sides again but running up one side as a single unit. Be sure someone brings grenades, and blast your way through to your destination if necessary. The Construction Zone is fairly easy to camp if you have a few players in there, so lock it down once you've gained control. Set up Claymores on the bottom level, and then sit up top and snipe.

Ultimately, you want to kill everyone else as many times as possible, right? Try splitting up into wingman teams and take over a few of the smaller buildings in and around the Garage in the

BACKLOT: DOMINATION

BACKLOT: HEADQUARTERS

center. Try to control the Garage, the Café, and the Highground Rooftop or the Construction Zone to keep a good eye on things. Have a long-range rifleman and a defender on each team. While the rifleman picks off enemies from up high, his wingman can cover his back. This is a great way to cover a larger portion of the map, but it will be difficult for all teams to commandeer their buildings. If you can get only two of your three teams into buildings, either split up your third team or bring one team over to the heaviest action.

Try splitting up your team again into two squads, but this time divide them into three and two. Send the team of two up one of the main roads to make some noise and draw the enemy's attention, while the squad of three moves off to the right to take the Garage.

Once your team of three is set, have the other team call them in to sandwich the enemy on the street. Use grenade launchers and Sonic Boom to take out as many enemies as you can with the two grenades you have for your tube. The rest of your team should also send out volleys of grenades if they have them, and you should call in an airstrike at this point. This is a great distraction tactic to throw into the mix whenever possible. Keeping the enemy back on its heels only works in your favor.

BLOC

Spec Ops vs. Spetsnaz. This is a snowy, low-visibility complex of apartment buildings. A central courtyard with low walls slows your advance from building to building. Definitely a sniper's map. There are some great stairwells that you can use, and of course a host of windows and other openings to snipe through. Most of the action takes place in the two facing apartment buildings, which both have upper and lower levels.

These loadouts serve two purposes. With the Basic Assault class, you can use Overkill to carry a medium-to-long range weapon and a close-quarters weapon for internal close-quarters fighting. There will be quite a bit of indoor fighting, so Deep Impact will let you keep firing even if your enemy ducks behind a wall or runs into another room. Both classes can and should use smoke grenades to relocate or get themselves out of pinned-down positions.

The Sniper class is set up for a pure sniper. Since most of the fighting is either very long-range or medium-to-short range, you'll have to make a choice. If you choose this class, right off the bat you can set up at the main roads across from the statue and start sniping. Once you get into one of the buildings or find a nice spot on the ground somewhere, you should set up your Claymores to watch your back. Choose either the UAV Jammer or Stopping Power, depending on whether you want to be invisible or more powerful. If you think you'll need a few more seconds of steady aim, pick Iron Lung to hold your breath a little longer during sniping. Or choose Deep Impact to finish off a counter-sniper who's ducked behind a wall.

SUGGESTED LOADOUTS

BASIC ASSAULT

SLOT	NAME
PRIMARY WEAPON	G3
NOTES/ ATTACHMENT	ACOG Scope
SECONDARY WEAPON	MP5
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	Desert Eagle
SPECIAL GRENADE	Smoke
PERK 1	Frag x3
PERK 2	Overkill
PERK 3	Deep Impact

SNIPER

SLOT	NAME
PRIMARY WEAPON	Barrett .50 cal
NOTES/ ATTACHMENT	Silencer (M1911)
SIDE ARM	M1911
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	UAV Jammer or Stopping Power
PERK 3	Iron Lung or Deep Impact

BLOC: TEAM DEATHMATCH

TIPS & LOCATIONS

As a sniper, always carry some C-4 or Claymores to cover your back. Claymores are great on this map regardless. Just set them up at the entrances to the two main buildings and forget about them. Look for rocks, walls, stairways, and other cover, and pop off a few shots from across the map. Sometimes you may not kill the enemy, but your sniper buddy will be zoomed in on him too, and you may do enough damage to allow him to pick off the enemy with another shot.

The dynamic of this map is threefold, really. There are the obvious sniper battles between the two main apartment buildings (east and west, or the Rubble Building and the Flag Building), the mid-range battles across the courtyard, and all of the internal close-quarters battles on the only two main interiors in the Rubble and Flag Buildings. There's a pool in the southwest corner of the map with a small interior adjacent, but it rarely sees combat. Both teams' initial spawn points are in the northeast and southwest corners of the map, so watch those locations for a nice stream of enemies to shoot.

The two small windows on the second floors of both apartment building are great to snipe from. They're small, but you can stand far enough back from them to make yourself a very difficult target to hit. The upper levels of both apartment buildings are great for sniping,

but you should remain mobile if you can. Enemy snipers will notice movement, so make sure you have an escape route if you need to relocate. Always have smoke handy for the same reason. Lower levels span only half the length of the upper levels and aren't easy to camp or defend. The upper levels are easier to hold onto, but counter-snipers can easily pick off stationary targets such as campers.

A lot of longer-range battles occur between the northeast corner of the pool in the southern sector and the northwest corner of the Flag Building. This Bermuda diagonal is ongoing, and poor stragglers who try to make it from one apartment building to the other inevitably get picked off in the crossfire. Your snipers should thin the herd so you can set up in a concealed position and snipe back. Or pop smoke, get out of there, and try to get around them via the apartment buildings.

The close-quarters battles inside the apartment buildings get intense as well. Take the Deep Impact perk to shoot through walls so that your enemy doesn't get away. Indoors, Deep Impact combined with a shotgun can be a lethal combination. You'll always need to adapt on this map, because the dynamics can change at any moment. Be ready to grab a shotgun, an SMG, an assault rifle, or a sniper rifle. Just grab the Overkill perk and carry one long-range weapon and one CQC weapon. This is probably your best solution, but you'll have to give up your precious Juggernaut.

BLOC: SEARCH & DESTROY

TEAM TACTICS

It's good to have a handful of tactics to rotate through on any given map at any time. One of these could be a split squad of three and two, where the two-man squad is made up of snipers. As soon as they spawn, they make their way to one of the apartment buildings. Once inside, they set up Claymores to cover their own butts. The four-man team is on the ground, looking to capture and secure the second apartment building. Once inside and secure, they send one man back over to the sniper's building to assist in flanking attacks.

Now that you control both apartment buildings, keep tabs on where the enemy is spawning, and relay the data to all of your team members so everyone knows what's going on and where.

Holding both of these buildings won't be easy, but you can keep the other team pinned down if you concentrate and load out correctly. Try grabbing a grenade launcher to lob ordnance into their spawn point and finish them off as quickly as possible. Overwhelm them with fire and explosives, and seal the deal with an airstrike and some chopper support. If you can take the two buildings and hold them, you should have an easy win.

Another tactic to confuse your enemies is to split your team in two, one team is loaded out with long-range equipment (ACOGs or sniper rifles) and the other with close-quarters weapons (shotguns and SMGs, Deep Impact and Double Tap). As a team, rush for the closest apartment building and commandeer it as quickly as possible. Your close-quarters team should be on guard, watching

all entrances to your building, while your long-range squad works from the windows. When you have everyone in the same building, fallen teammates should respawn very close to your group. Be wary of grenades and RPGs being launched into your apartment complex. When you run this tactic, you're more than likely to nab at least a UAV. Use these scans not to run after your enemy, but to show your long-rangers where to look. Once you dig into the apartment building, you should stay there as long as possible.

Another great place to camp out is the pool corner in the southwest sector of the map. Camping the pool will allow you to put your back against a wall so you know it's covered. There are only two entrances to the pool: the front doors on the north side of the pool building, and the door on the east side. Split your team in two. Half of them should watch the front door, and half should watch the side. You can set up a sniper in the alley just east of the pool building, and even put a guy in the pool itself if you want to surprise them. The other team should be set up inside the front door, where there are plenty of angles to get the drop on enemies. Set up your Claymores at the front and side doors. Don't select the UAV Jammer, because you want them to come to you. Don't attach silencers either. In fact, pop off a shot in the air once in a while to draw the enemy toward you.

BOG

U.S. Forces vs. OpFor. This is a swampy, nasty dumping ground at night, featuring a large trash pile in the center as well as broken vehicles, a bus, and several cargo containers. There are two buildings you can enter on the south side of the map, and they feature one level only.

These kits will pretty much cover all the bases you'll need on this map. You might want to employ a sniper from time to time, but a Long-Range Rifleman should be adequate. Your long-range players should load out with either Juggernaut or Stopping Power, whichever they think will help them more, while using Extreme Conditioning and Smoke to relocate when needed. The CQC players should run with a submachine gun and a Red Dot Sight for quick acquisition of targets outdoors, as well as additional frags to flush out hidden enemies. If the enemies just won't leave, let them fear the power of Deep Impact. The submachine guns, combined with the Double Tap perk, are just devastating in short-range battles.

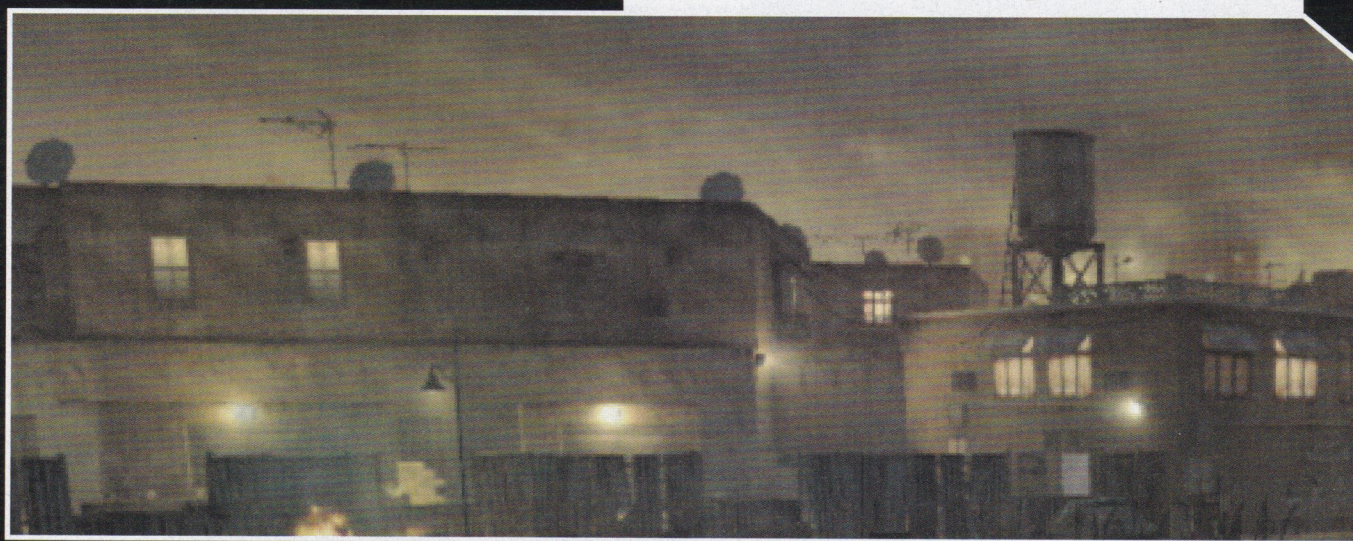
SUGGESTED LOADOUTS

BASIC CQC ASSAULT

SLOT	NAME
PRIMARY WEAPON	AK74u
NOTES/ ATTACHMENT	Red Dot Sight
SIDE ARM	Desert Eagle
SPECIAL GRENADE	Stun
PERK 1	Frag x3
PERK 2	Double Tap
PERK 3	Deep Impact

LONG-RANGE RIFLEMAN

SLOT	NAME
PRIMARY WEAPON	M4 Carbine
NOTES/ ATTACHMENT	ACOG Scope (M4 Carbine)
SIDE ARM	M1911
SPECIAL GRENADE	Smoke
PERK 1	Frag x3
PERK 2	Juggernaut or Stopping Power
PERK 3	Extreme Conditioning



BOG: TEAM DEATHMATCH

BOG: SABOTAGE

TIPS & LOCATIONS

With the Trash Pile in the center of the map, this turns into a game of King of the Hill. You'll almost always find someone there. A fun way to humiliate enemies is to go prone and then knife them in the Achilles tendon when they walk right over you. The Café and the Store get a lot of visitors as well, so be prepared to meet someone new in there at any time. The Cargo Area on the west side of the map offers a bit of cover, including a bus that you can enter and snipe from. Just be sure to plant some Claymores at the entrances so you don't get knifed in the back.

It's difficult to stay alive very long on this map, because the close-quarters fighting will trigger a UAV pretty quickly and you'll be spotted. Try to stick to the borders of the map, and move quickly from cover to cover to get where you're going. Cargo containers are good cover, but they're more sparse on the east side of the map. Use any cover you can to stay protected, and use grenades, both smoke and frags, to make your way across the level.

Some good long-range rifle battles sometimes take place along the road from the Café to the Alley, so try not to run across it very often if you don't have to. To get from east to west via the south side of

the map, run through the Store and into the back portion of the main building. Then use the window on the west wall to see if it's clear to advance through the west door and across to the Café. When crossing from the Store to the Café, either pop smoke or sprint, because there's almost always some crossfire directed at you.

Holding down either of the two main buildings is a good idea, but once the enemy knows you're in there, you'd better hope you've got Juggernaut because the grenades are on their way. Alternately, you can send a squad to circle the outer border of the map. Bog is not the best map to go silent, but running with silencers on your primary weapons can help you get the drop on enemies.

TEAM TACTICS

As a team, you can try to control the building closest to your initial spawn. You may not have enough room for everyone in the Café, depending on how many players are on your side. If not, send the remainder of your men to watch the perimeter and relay intel about incoming enemies. Do your best to lock down your building. You'll probably want to run with the Juggernaut perk while camping, because you might get grenaded out of business. You can even send out a runner as a distraction. Send someone out to make some noise and be seen, and wait for the enemy to shoot at him. When they reveal their positions, your camp team can use whatever windows and doors are accessible to send a few rounds downrange at them.

When camping, also consider selecting a shotgun with either Double Tap or Sleight of Hand. The shotguns are brutal with Double Tap on this map, but they take a while to reload, so Sleight of Hand is a useful asset here as well. Decisions, decisions…

Since this map is fairly small and open, you could use the positions we talked about earlier. Run with a three-man frontline and a two-man defensive line. Line up vertically across the map from north to south, and move your lines from either east to west or west to east, depending on where you spawn. Let your forward line push up, while your defense slowly progresses behind them and uses grenade launchers and frags to help clear a path in front of your offense. Since the defense is back a bit farther, they have a bit

wider field of vision. They can spot enemy movement and either frag them or relay their location to the forward lines.

You can also use this tactic in a more condensed manner. Squeeze the defensive line up a little closer to the forward line and make a mad rush toward the enemy. The idea is the same, covering the whole map in a sort of search party line, and your defensemen can still lob grenades at enemies in front of the team, but the pace changes. It's quite intimidating, seeing an entire team running toward you. Always use grenades in this formation to clear the way in a splash of shrapnel.

Splitting up into highly mobile wingman teams works great on this map, due to its small size. When running in a wingman team, try to alternate who leads your team. This way, each player gets a chance to do their thing one time and help out the next time. Someone should always be leading so that the wingman can just follow and watch the team's back. Help each other out and keep moving. Circle the map quickly, and breach and clear any buildings you encounter. You may lose your wingman at some point, so team up with another wingman team until your buddy comes back from the dead.

BOG: HEADQUARTERS

COUNTDOWN

U.S. Forces vs. OpFor. A freshly used missile launch site, Countdown has six underground missile Silos dead center on the map. There are three launch doors open (you can fall to your death) and one with a missile ready to launch. The smoke and steam coming off these Silos is great cover. There are two large Hangars on the north and south sides of the level that can provide good cover as well, and two trucks with ladders for sniping.

These loadouts are just a couple of choices you have on this map. Deep Impact combined with Stopping Power will allow you to eliminate enemies even behind the many concrete barriers on this map. Use frags to get rid of any pesky enemies that you can't get a bead on.

The Sniper kit should be used by more advanced snipers, because you'll need patience and good timing. Climb up the trucks to get some elevation, or tuck into the Hangars while surrounding yourself with your Claymores. Extreme Conditioning will allow you to move from cover to cover with the help of your smoke grenades.

SUGGESTED LOADOUTS

LONG-RANGE ASSAULT

SLOT	NAME
PRIMARY WEAPON	MP44
NOTES/ ATTACHMENT	ACOG Scope
SIDE ARM	M9
SPECIAL GRENADE	Smoke
PERK 1	Frag x3
PERK 2	Stopping Power
PERK 3	Deep Impact

SNIPER

SLOT	NAME
PRIMARY WEAPON	Barrett .50 cal
SIDE ARM	M1911
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	Stopping Power
PERK 3	Extreme Conditioning

COUNTDOWN: TEAM DEATHMATCH

TIPS & LOCATIONS

Both teams spawn in the Hangars on the north and south sides of the map. Of course, a lot of action takes place around the Silos in the center, but a good deal happens over by the Loading Dock area and the area between Hangar 1 and Hangar 4. Use the smoke from the missile Silos as cover to reposition yourself, but be careful not to fall in or you'll die. The downed chopper offers some good cover, as do the Hangars. The chopper is a good place to hide, because you can crouch or go prone near it and disguise yourself as a piece of rubble. Each Silo is bordered by several blast shields (concrete barriers) that you can use as cover. There are many lanes of fire on this map, so assume someone's always got a bead on you.

When shooting at someone from long distance on this map, it's good idea to crouch down behind the concrete barriers and stand up to shoot. Find your target, pop up and squeeze off a couple of rounds, and then crouch back behind cover. When you crouch back down, try to stay in one spot so that when you stand back up to fire, your crosshairs will be right on your target.

There are two trucks on this map, one just north of the Loading Dock and one just north of the Vent shafts. Both of these trucks have ladders you can climb to get a great vantage point, or you can go prone and snipe from them. Bear in mind that this map doesn't have any second-story levels, so you'll be spotted fairly quickly.

Use these trucks with caution. The only other places for a bit of elevation are the Vent shafts. They're slightly raised and provide good cover for snipers to go prone.

Use the Hangars to your advantage. These are the only buildings accessible on this map. You can fall back to them, camp out in them, or even snipe from them. You can tuck yourself behind various pieces of cover in each Hangar, and place some explosives to block the side entrances in case someone comes up on your blind side. Remember that due to all the concrete barriers and various other pieces of cover scattered throughout the map, you'll have to find a clear line of sight to your target.

Just northwest of the Hangars is the Loading Dock. The overhang area also sees quite a bit of action. Watch it from behind cover, such as one of the cargo containers, and wait for an enemy to run through it.

TEAM TACTICS

You might benefit from running with just a couple of snipers on this map. The rest of your team should be long-range riflemen moving in small wingman teams. While your snipers are getting set up, pop some smoke to give them cover and find a good line of sight to their targets. Take your remaining wingman teams out around the perimeter of the map, and try to flank your enemy.

Wingman work will be a little different on this map, due to its open nature and lots of cover. Practice letting the lead man run from one piece of cover to the next. When he gets there, have him turn toward the enemy and send some cover fire downrange as you bounce from where you are to where he is. Continue to move in this fashion until you make it around behind the enemy. Always use frags, smoke, and grenade launchers to move from one side of this map to another.

Remember that your grenades have to be fairly precise. Although this map is very open, it also has a lot of things to hide behind. Make sure you aim your grenades correctly, because if they fall short, they'll hit the concrete barriers that the enemy may be hiding behind. If you throw them too far, they won't do enough damage to be worth throwing in the first place. Use the barriers and other cover to bank grenades into areas that aren't easily accessible. While your wingman teams are hopping from cover to cover to get behind the enemy, your snipers should be looking for counter-

snipers and trying to clear a path in front of you. One sniper should watch each team.

The north and south sides of this map both contain two Hangars that you and your team can use as ambush locations. Split your team in two, select UAV Jammers, and equip silencers on your primary weapons and side arms. Place one team in each Hangar and take cover, remembering not to move too much, because enemy snipers will be looking for movement. Set up your Claymores and C-4 at any entrances to your new fortress, and wait for the enemy to ring the bell. If you have a couple of snipers camping in there with you, consider loadout alterations such as LMGs, Double Tap, Sleight of Hand, Bandolier, Steady Aim, or Iron Lung.

Always try to rack up as many kills as possible, of course, and this map in particular will give you a huge bonus if you can call in an airstrike. Since most of the map is wide open, once the strike comes in, there's no way the enemy can make it to shelter before the bombs start dropping. If you're camping in either Hangar 1 or Hangar 4, you should be able to get a clear line of sight to the other Hangar. Tell your snipers so they can eliminate as many long-range threats as possible. Always be ready to move out from your position and relocate. The best way of doing this is to use smoke as cover. There's no thermal view in *Call of Duty: Modern Warfare: Reflex Edition*, so you'll have some great cover to reposition yourself and your team.

CRASH

U.S. Forces vs. OpFor. This map is centered around a downed helicopter, and most of the action takes place directly around it. The chopper has crashed in the center of a war-torn town, and the teams initially spawn in the southwest corner and the northeast corner. Initial meeting areas include the Back Alley, the Restaurant, and the Crash Site.

SEA SNIPER TIP

Be careful when peeking out through a window. You'll look like a painting with a frame around you.

The Basic Assault custom class setup will give you some good long- and medium-range proficiency, allowing you to lob grenades with the grenade launcher and still pop off some long/medium shots with the M4. Sonic Boom will give your grenades a higher damage radius. If you get picked off while trying to set up your lob shot, you'll still have a chance to kill your assailant via the Last Stand perk. The assault class gives you decent mobility and still allows you to make accurate shots at most distances on this map. Use your special grenades, in this case stun or flash, to access building interiors that have been fortified by the enemy.

The Assault Sniper loadout is a mix between medium and long range. Your primary weapon will allow you to run and gun, quickly acquiring targets on the fly using the Red Dot Sight. By choosing the Overkill perk, you can carry a sniper rifle to use when you get set up in a secure area. Of course, not all secure areas are actually secure, so make good use of the Claymores. If you're sniping out a window, set Claymores at the entrance to the room you're in, or at the entrance to the building.

SUGGESTED LOADOUTS

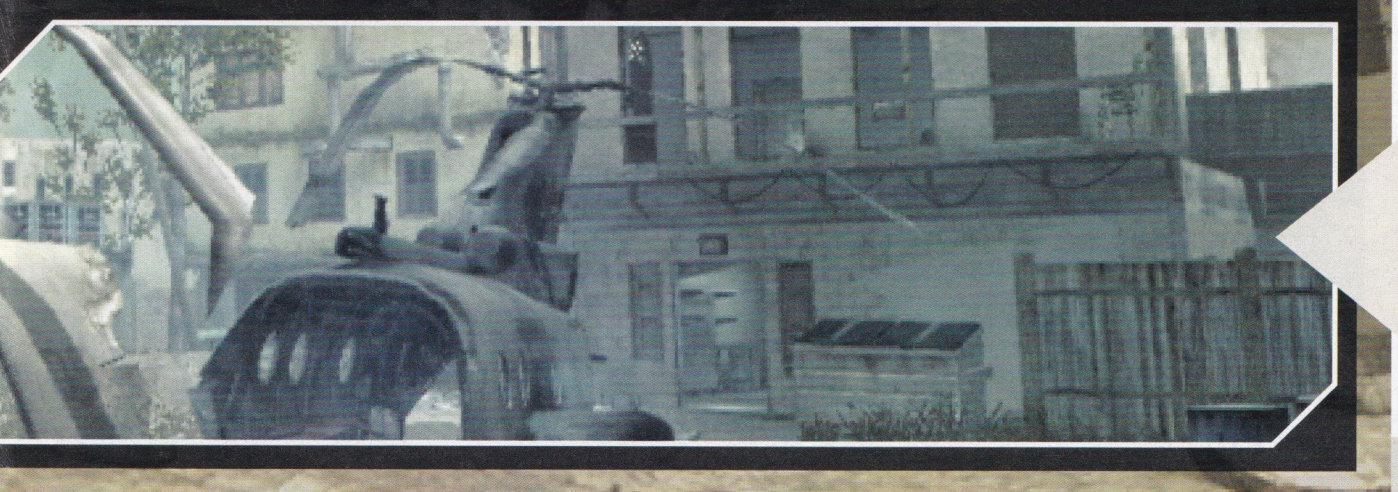
BASIC ASSAULT

SLOT	NAME
PRIMARY WEAPON	M4 Carbine
NOTES/ ATTACHMENT	Grenade Launcher
SIDE ARM	M1911
SPECIAL GRENADE	Stun
PERK 1	DISABLED
PERK 2	Sonic Boom
PERK 3	Last Stand

ASSAULT SNIPER

SLOT	NAME
PRIMARY WEAPON	G36c
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	M1911
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	Overkill
PERK 3	Deep Impact

CRASH: TEAM DEATHMATCH



TIPS & LOCATIONS

Use your special grenades, in this case stun or flash, to access building interiors that have been fortified by the enemy. Stack up your team just outside the building you want to enter. Then select one player to pop flash (or stun), allowing your team to enter and clear out the building.

Stun grenades will tell you if you've stunned someone by rotating the crosshairs from a + to an x. This will let you know if someone is actually in the building you're trying to enter, and that you should exercise caution. He'll be stunned and moving slowly, but still can see. Special grenades are best used in these situations, when you don't know exactly where the enemies are. Save your frags for when you know where people are but just can't get a shot at them.

An alternative to running into the ground war immediately is to take up high-ground locations close to your team's spawn, but close to the heat of battle as well. When spawning in the southwest, take up positions on the second story of the TV Shop and the Blue Building. If you're spawning in the northeast, dig in upstairs in the Light Shop and even the Apartment. These locations will give you great views of the battle, allowing you to snipe or push back advancing enemies. Let your long-range shooters rack up a few kills and get a UAV called in. Once you've got an idea of where the enemy is, you can regroup and plan your attack.

Use smoke grenades as a distraction to make enemies think you're going one way when you're actually going the other way. Then mix it up and smoke the way you're actually going the next time. Keep your enemies guessing and off-balance as much as possible.

Most of the battles on this map are for the Restaurant, the Light Shop, the Blue Building, and of course the Crash Site. Once you have control of one of these buildings, try to maintain it. Set up team members to

watch each entrance, while positioning a sniper at advantageous windows or cracks to rack up enough kills for a UAV or an airstrike. Be aware of enemies in shadow, especially in areas such as the Pillars and the overhang on the south side of the hotel. Move in the shadows to avoid detection, and possibly even attach a silencer so you don't appear on enemy radar while shooting.

Always remember that your primary weapon directly affects your mobility. Look at your stat meters to see how each weapon affects you. Your primary weapon also changes your skin. If you pick a sniper rifle for your primary weapon, you'll be wearing a ghillie suit (Russian maps only).

Crash is a medium-range map. Recommended primary weapons are either a light machine gun or an assault rifle with at least a Red Dot Sight, and possibly an ACOG depending on your preference and style of play. If you like to run and gun, choose the Red Dot Sight. This will give you the quickest acquisition of targets on the run. Use the ACOG scope if you plan on setting up for a semi-long shot from time to time, and you feel comfortable firing from the hip as well.

Since there are so many places to take cover on this map, select the Deep Impact perk so your bullets will pass through normally impassable objects, such as concrete barriers and walls of buildings. You can also use the Stopping Power perk in combination with the Deep Impact perk to maximize your bullet penetration. Bear in mind that after a bullet passes through an object, it decreases in power/damage. If you get into a sniper battle, don't be afraid to take a shot through the wall where your enemy might be hiding. You never know... You may find yourself pinned down if you switch to sniping, so be sure to choose smoke grenades. Pop smoke to reposition from one building to another or get away from a counter-sniper.

TEAM TACTICS

One team initially spawns at the Garage on the west side of the map, and the other team initially spawns on the east side near the Apartments. Since most of the action will be centered directly around the Crash Site, try a slow team approach. Keep your team together as a single unit, and progress from your spawn to the first set of chokepoints. If you spawn at the Garage on the west side, move up toward the Blue Building and the roof on the TV Shop. If you spawn at the Apartments, move up toward the Restaurant and the Light Shop while watching the back of the shop via the Palms. These locations offer some decent high ground so your team can start picking off enemies. Call in your UAV to see where the enemies are congregating, and regroup to advance on their position. Move in a group, and use communication to point out enemy locations so that someone with a scope can pick off any snipers in the windows. Help out by tossing a few grenades their way.

Since most battles on this map seem to end up in a fight for either the Restaurant or the Light Shop, consider camping the majority of your team in one of those two buildings. They both offer second stories and can provide great vantage points for snipers. It won't be easy to fight your way into either of these buildings, so keep up the good communication. Let your buddies know if you've managed to clear out one of the buildings and that it's safe to come on in. Get everyone in as quickly as possible, and then seal it off.

CRASH: HEADQUARTERS

Since there are no doors in *Call of Duty: Modern Warfare: Reflex Edition*, you'll have to position yourselves carefully. In the Restaurant, there's a pantry just to the right as you enter from the southern entrance. Camp at least one player here with C-4 and an LMG. Consider positioning someone just outside the door on the east side as well, to prevent anyone from sneaking up behind your pantry raider. You'll need someone to watch the second level's east entrance, which is accessible via a set of stairs. Put yourself in the southwestern corner so you can watch both entrances on the second level. The roof of the Restaurant offers a good look at the Crash Site and the Apartments. Put a sniper up top and a defense gunner to watch his back in case someone makes it up the stairs. Always be ready inside the building to knife someone quickly.

CROSSFIRE

U.S. Forces vs. OpFor. Split by an S-shaped road, this urban desert town is filled with tons of accessible buildings. Two main Overwatch buildings bookend the street, which is lined with buildings that your team can use to advance from one end of the road to the other.

SEA SNIPER TIP

It's good to have one man on your team armed with an RPG, but choppers can be shot down with a clip from an assault rifle.

These loadouts are designed to give you a good range of options during gameplay. The Basic Assault loadout includes a grenade launcher for wasting those annoying enemies trying to pop you from the end of the street. Combined with the Sonic Boom perk, the grenade launcher really helps you rack up points and lets your team make their way through the buildings and around the enemy. Martyrdom is recommended for both CCSs, because there's a lot of building-to-building fighting.

The CQC Sniper is a great multi-function class. The Overkill perk allows you to find some good high ground and pick off a few insurgents, and you can swap to a submachine gun for building-to-building fighting with the rest of your team. Claymores cover your back when it's time to snipe.

SUGGESTED LOADOUTS

BASIC ASSAULT

SLOT	NAME
PRIMARY WEAPON	AK-47
NOTES/ ATTACHMENT	Grenade Launcher
SIDE ARM	Desert Eagle
SPECIAL GRENADE	Smoke
PERK 1	DISABLED
PERK 2	Sonic Boom
PERK 3	Martyrdom

CQC SNIPER

SLOT	NAME
PRIMARY WEAPON	P90
NOTES/ ATTACHMENT	Red Dot
SECONDARY WEAPON	Barrett .50 cal
SIDE ARM	M1911
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	Overkill
PERK 3	Martyrdom

SECTOR A
C R O S S F I R E
SECTOR B
N
W
E
S
SPAWN POINT
TO 2nd LEVEL
WINDOW
UP
UNPLAYABLE
LADDER
DEAD END
OVERWATCH 1
MAIN STREET
CAFE
OVERWATCH 2
BOTTLENECK
ARCHWAY
RUBBLE
SECTOR C
SECTOR D
CROSSFIRE: TEAM DEATHMATCH

TIPS & LOCATIONS

The Café and adjacent buildings, as well as the Rubble building and Bottleneck building, are ideal for ambushing and accessing the opposite ends of the map. The two Overwatch buildings are great for teams to control, and for snipers. Most engagements occur right down Main Street, so be ready to duck into one of the perimeter buildings for cover or relocation. The Bottleneck building has a large hole in the eastern wall that you can use to ambush flanking enemies. Or you can booby-trap it with Claymores or C-4.

Many secondary levels afford you great lookouts and sniper points. Be sure to watch for enemy snipers waiting pick you off.

Try planting C-4 on some of the disabled vehicles scattered along the main road. Find a good second-story vantage point, and don't worry about sniping enemy players. Instead, wait for a group of enemies to wander near your trap, and snipe the C-4 pack that you've planted. The explosion will be twice that of C-4 alone, because the car will explode.

Snipers on this map can grab a UAV just about as easily as your ground-pounders, so call one in as soon as you can. Just make sure that your buddy isn't calling one in at the same time. Again, try to stagger your UAVs so that you get a continuous stream of radar sweeps. Once you know where the enemy is, you can decide as

a team how to proceed. On the second level of the Overwatch 1 building, there's a couch you can crouch behind for some great surprise attacks. Just remember that it's only soft cover and the enemy can shoot through it. This could be bad if you're using it for protection, but you can continue blasting through it if someone stumbles into your trap. The Overwatch 2 building offers a closet on the second level that's also a prime spot for an ambush. You can even set up Claymores to assist you in laying your trap.

The northern building offers a decent sniping platform that you can access by jumping from the east end of the building. This is a good place to hide out and cover the Overwatch 2 building if your team is camping out there. Overwatch 2 offers some rubble on the second floor for cover, and will allow the snipers to see almost the entire map. Conversely, Overwatch 1 gives players a nice second story with windows, so you're protected while sniping down the Main Street.

TEAM TACTICS

Taking the aggressive approach on this map will require some patience. Gather your team and begin moving from the Dead End toward Overwatch 1 by way of the southwest. You can move into the Café building and smoke the road to move to the Rubble building, or you can progress through the Overwatch 1 building to the Rubble building. Once you've gotten your team to the Rubble building, move up through the southern side of the map via the buildings.

Here's a great maneuver to employ in combination with this tactic: As you move your entire team from the Dead End to Overwatch 2, make sure you keep an eye on who has just died. When someone on your team dies, have your whole team hold up and take cover until your fallen teammate can respawn. He should rejoin the game very close to your team's position. Give him whatever cover he needs to get back into formation. Once he's rejoined the crew, continue moving up the south side of the map to your destination.

A more conservative approach is to take control of one of the buildings nearest your spawn. Let's say you're spawning at the Archway on the west side of the map. Move your whole team to Overwatch 1 and commandeer it. There are two levels in this building, with multiple entrances and windows. Set up a player on the east side of the first floor to guard the entrance and the ladder. Have a couple of players watch the front or south side of the building. Put a couple of long-range riflemen upstairs to shoot from the balconies or windows, and have a player watching the stairs just in case someone gets past your first-floor team. Having everyone in the same building will afford you the luxury of pulling

a player or two off their positions to come help out. Those snipers are slackers! Make them earn their keep.

Keeping this tactic in mind, try moving your entire crew from base to base. Once you've set up camp in one building and held it down for a bit, wait for things to get a little hairy or die down. Then regroup, head to the next building, and move in. Camp out there for a while and move the battle closer to the enemy. Continue to move your team from building to building, not just to clear them out, but to set up shop and become a dominant force.

Split your team into two squads of three, and decide who will be moving up which side of the map. Initially, both teams should pop smoke on the Main Street to conceal your master plan. Then both teams should split off and move into the Café and the Rubble building, respectively. The only reason you're moving through these buildings is to conceal your advance. When you're moving from the Rubble building to the Bottleneck building, you can bypass the building between them by moving around back. It's okay to split up your squad for a second to maneuver from the Rubble building to the Bottleneck building. The northern advance team may need to use more smoke than the other squad. You can move from the Café to the adjacent buildings north of it, but you'll have to expose yourselves in the street for a brief period of time. Use smoke when you need to break out into the street.

Once both teams have made their way to the opposite end of the map, stack up each squad on an opposite entrance, and use your breaching skills to enter and clear the building one level at a time.

DISTRICT

U.S. Forces vs. OpFor. This is a large urban area centered around a marketplace in the late afternoon. Several streets and alleyways make it difficult to pin down enemies. There are only four accessible building interiors throughout this map, but plenty of ambush locations.

The suggested loadouts are ideal for this map. The Basic Assault class is a great choice for watching over the marketplace and lobbing grenades from your launcher. By running with Juggernaut, you'll be able to survive just a bit longer than the enemy. Use the Extreme Conditioning perk to sprint after enemies who are trying to fall back. The CQC class is designed for high mobility and deadly bursts of fire from your submachine gun, combined with the Double Tap perk. Use your grenades to force enemies from one place to another. And because you'll be running after enemies at close range, the Martyrdom perk will help thin the crowd.

SUGGESTED LOADOUTS

BASIC ASSAULT

SLOT	NAME
PRIMARY WEAPON	G36c
NOTES/ ATTACHMENT	Grenade Launcher
SIDE ARM	USP
SPECIAL GRENADE	Smoke
PERK 1	DISABLED
PERK 2	Juggernaut
PERK 3	Extreme Conditioning

CQC

SLOT	NAME
PRIMARY WEAPON	Mini-Uzi
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	M1911
SPECIAL GRENADE	Smoke
PERK 1	Frag x3
PERK 2	Double Tap
PERK 3	Martyrdom

DISTRICT: TEAM DEATHMATCH

TIPS & LOCATIONS

The Market is the center of battle most of the time. Use some of the elevated areas surrounding it to eliminate your enemies from the high ground. The building on the southeast corner offers a bit of protection while shooting down into the Market. The Market itself is littered with tables and carts and corners to hide in and wait for passing enemies. You can get on top of the awnings and canopies if you need to escape, or just want to switch things up a bit.

The streets just north of the palace and west of the Market are good places to move your entire team from one place to another, but you must use a distraction or some sort of cover (like smoke grenades) to get through unscathed. Use the alleys throughout the map to navigate around your enemies. Keep your knife at the ready, because there are many corners where players can suddenly run into each other. Make good use of grenades to eliminate enemies that you can't get a shot on, and also to clear your path. Try tossing one at the end of the alley or street you're trying to navigate. The enemy will hear it coming and back off, giving you a chance to make it to the end of the alley. Also note that there are a few red barrels located around this map. We all know what red barrels do, right? Kablooey!

There aren't very many places to camp out on this map, so remain mobile at all times. Set up behind good cover when it's available, but get your shots off and move along. The palace is somewhat out of the way. Set up there for some long shots down the secondary street running south to north. Use the half-wall to protect you while you get off a couple of shots. The Market itself is recessed into the ground, which makes for some great back-and-forth battles from the half-walls surrounding it. Try crouching and then popping up to pick off enemies opposite you. When you crouch back down, most likely the enemy will be waiting for you to pop back up in the same place. Crouch over to the left or right while keeping your crosshairs trained on the enemy's last position.

TEAM TACTICS

For this plan of attack, move like water throughout the level. Everyone should load out however they feel most comfortable. Use the preceding suggestions to help you decide. Then everyone should fan out, almost like spokes spreading out from a wheel hub. Move outward and freelance. In other words, everyone should do what they feel most comfortable doing, whether it's camping, rushing, grenading, or sniping. Just be sure you don't end up with a team full of snipers on a run and gun map.

Once you've spread out and begun freelancing, do your business and keep the lines of communication wide open. This will win the match for you and your team. Keeping your communication frequent and clear will allow you to call ground support to your location. Note all the area names on the map, and use them along with compass points when calling your buddies. If Timmy gets caught in the Market, answer his girlish screams for help and flow together as a team to disperse his attackers. Once you've cleared the area and given Timmy a lollypop, go back about your business and be ready to flow back together at any given moment. This is a good plan, because there are many avenues to reach any location fairly quickly.

Okay, let's get the team back together and try moving as a mob. Gather around and make your way in a fairly tight group around the perimeter of the map. Use the main streets to navigate your way

DISTRICT: DOMINATION

around, and then spiral the team toward the inevitable hot zone: the Market. Always keep a good distance between teammates. This is easier said than done. Not everyone will be loaded out the same way, and some players will move more slowly or quickly than others. Try to keep your spacing. One well-placed grenade can wipe out a good chunk of a squad if they're running too tightly together.

If you find that you've pinned down the enemy at a spawn point, don't let them out. They'll have to get through you to get free. Set up a perimeter and cordon off the area. Essentially this is spawn camping, but it's not your fault. Tell them to quit crying and fight their way out of it like men!

Wingman teams also work well on this map. Split up into teams and try a wingman freelance. This tactic will allow ultimate mobility due to the small team sizes, while still allowing you to call in support from your other wingman teams when necessary. Try splitting your teams into all areas of the map, so that you can effectively cover more ground at once. Then call in your buddies for support. After you've been called in to support another wingman team, you may decide that you should remain together as a larger squad for a while. This is fine. Just continue to work as individual wingman teams within your new squad.

DISTRICT: HEADQUARTERS

DOWNPOUR

Spec Ops vs. Spetsnaz. This map is a farm on an overcast, rainy day. Lots of vegetation allows for great stealth maneuvering and use of the ghillie suit. The weather on this map makes for low visibility, but some good cover as well. Use it to your advantage whenever possible.

SEA SNIPER TIP

If possible, use the prone position to snipe. It's hard for enemies to see you when you're hiding in the grass.

These classes are great for keeping mobile, stealthy, and deadly. The Silent Assault kit lets you move in and out of cover and around the map without making a sound or getting lit up on radar, while the Mid-Range Sniper CCS lets you pop off some deadly one-shots whether your enemy is hiding behind cover or not. The increased damage from Stopping Power, combined with the Deep Impact perk, will let you shoot through most cover on this map and retain your bullet damage.

Remember, these are only suggested loadouts, and you can mix and match whatever you like whenever you want. With the Silent Assault kit, you could replace the Dead Silence perk with Steady Aim to increase your accuracy while ground-pounding. With the Mid-Range Sniper, you could swap out your G3 for a Barrett .50 cal and your Stopping Power for Overkill, and take an assault rifle with you as well. The choice is yours.

SUGGESTED LOADOUTS

SILENT ASSAULT

SLOT	NAME
PRIMARY WEAPON	M4 Carbine
NOTES/ ATTACHMENT	Silencer
SIDE ARM	M1911
NOTES/ ATTACHMENT	Silencer
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	UAV Jammer
PERK 3	Dead Silence

MID-RANGE SNIPER

SLOT	NAME
PRIMARY WEAPON	G3
NOTES/ ATTACHMENT	ACOG Scope
SIDE ARM	M1911
NOTES/ ATTACHMENT	Silencer
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	Stopping Power
PERK 3	Deep Impact

DOWNPOUR: TEAM DEATHMATCH

TIPS & LOCATIONS

Major locations on this level include the Barn, which consists of an open lower level with access on the west and north sides and an east entrance to the second story. The second level offers a north-facing window, while the entire upper level overlooks the lower level. The Greenhouse on the east side of the map offers some great foliage for cover, as does the Logging Field on the opposite end of the map. The Workshed can provide temporary concealment if you're not lit up on radar, but remember that it's only soft cover and can be shot through. Most of the action will take place at the Farmhouse to the north, the Silos to the south, and the Shed in the middle. The building just northwest of the Barn offers a great balcony for shooting down on enemies.

This map is a perfect choice for running silent. There are so many places to hide, especially with a ghillie suit, that you'll need radar to see anybody at all. Of course, you'll get a few run-and-gunners coming at you from time to time, but running silent will be key to your perpetual ownage. For the Silent Assault class, don't worry about opening up on the enemy. They won't see you on radar and probably won't locate you until it's too late. The Dead Silence

DOWNPOUR: SABOTAGE

perk will help keep the noise down when you're moving from spot to spot. Always use cover to hide while you gather your troops and point them in the direction of the enemy. Even if you just need to reload, duck and cover while you bang in another magazine. Always remember that your movement will give away your position; even minor controller adjustments can be seen by the enemy. Be patient and wait for the most opportune time to readjust or relocate yourself.

Due to the weather and cover on this map, you can use the perimeter and walled-off areas, such as the Silo walls and makeshift walls around the Shed, to maneuver to your position. You can make your way southeast from the Workshed to the Silos without ever having to go near the center of the map. This map can be a tug of war when teams start meeting in the center and on either side of the Shed. Use this to your advantage, and make your way around the enemy using cover and the grassy perimeters.

DOWNPOUR: SEARCH & DESTROY

TEAM TACTICS

Since there are only a couple of buildings that offer good cover on this map (the Farmhouse and the Barn), you may want to work in roving squads. Split into two squads and head off in different directions, with the main objective being to sandwich your enemy. One team should move from the Barn spawn west through the Silos and then break north toward the center of the map. The other squad should immediately head north through the Greenhouse and up through the Farmhouse, before cutting south toward the center to rendezvous with the other squad. If your squads are using the Silent Assault CCS, they shouldn't have any problems getting where they're going.

Once the two squads meet up, move back east through the center of the map toward your initial spawn point. As both squads move back through the center of the map, eliminate as many enemies as you can, effectively pushing them back to their initial spawn. Once you've cleared the area of bad guys, split back into two squads, run your routes again, and meet farther back toward the enemy spawn to pin them in.

This map is another great excuse to use the walking unit technique. Move out from your spawn point in a single unit, and decide which way you plan to move. If you're starting at the Barn spawn (east), make your way north through the Greenhouse and the Farmhouse. If any of your teammates get picked off along the way, everyone stop and take cover to wait for your fallen teammate to regroup.

DOWNPOUR: HEADQUARTERS

Once he's back from his smoke break, continue moving forward to the Workshed. From there, run the perimeter of the map back to your initial spawn, stopping and taking cover if one of your team gets hit. When you make it back to your spawn, start the run again while staying together, but make for the center of the map to clear out the enemies you've herded there. This is a great time to pop off a couple of grenades and coat the inside of the map like explosive Pepto-Bismol.

You can run wingman teams here, but it won't be as easy as sticking together. Although you and your wingman will be more mobile than a mob, it will be more difficult to regroup with your other wingman teams when needed. Be careful about using this tactic on this map. It can work if you make it work.

Here are some ideas... Have each wingman team take up residence in a fortifiable area, such as the Barn, the Shed, and the Farmhouse. From these positions, you can effectively hold your own. If you can take and hold the Farmhouse with one wingman team and the Shed with another team, you may decide to call up your Barn team to create a defensive force just outside those two buildings, or even to split up and send one extra player to each building to help lock it down even further. If you decide to run this tactic, consider grabbing the Claymore x2 perk to assist in your defense.

OVERGROWN

Spec Ops vs. Spetsnaz. This map also takes place on a farm, but the time of day is morning. A dried-up Riverbed separates the farm from the small abandoned town on the south side. Two main bridges connect the two sides of the level, and a Main Road runs down the center of the town on the south side. There are several buildings accessible on both sides of the Riverbed, and lots of vegetation in which to take cover.

SEA SNIPER TIP

Use the sprint feature when moving across wide open spaces. It will be harder for snipers to hit you.

While there are many loadouts to choose from and customize, these two are good choices for this map. The Ghost Sniper CCS is brilliant for settling down in the Knoll or the Riverbed. Just plop a couple of Claymores down behind you and get comfortable. Your UAV Jammer will prevent you from being detected on radar sweeps, but when you fire your weapon, you'll be lit up like a cigar. Try to remain as still as possible after firing so your movement doesn't give away your position. The enemy will be able to see your approximate location, but not your exact position. You won't stay lit up forever, so sit still for a bit after each shot. The Sleight of Hand perk will help you jam extra rounds into your SVD at top speed.

Mid-Range Support Rifleman is a great multi-purpose class. You've got everything you need to get the job done: a decent zoom on your primary weapon for those across-the-Riverbed firefights, the AK74u with Red Dot for your close-quarters room-clearing and running-and-gunning, smoke to cover your intentions, and of course, three grenades to clear your way and empty out your house. As always, stick to cover and move from building to building via Extreme Conditioning.

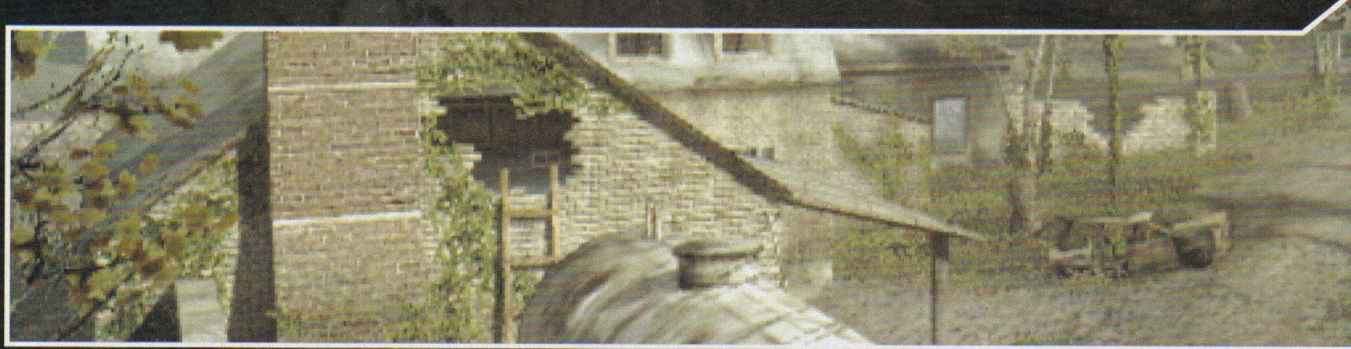
SUGGESTED LOADOUTS

GHOST SNIPER

SLOT	NAME
PRIMARY WEAPON	SVD
SIDE ARM	M1911
NOTES/ ATTACHMENT	Silencer
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	UAV Jammer or Sleight of Hand
PERK 3	Dead Silence

MID-RANGE SUPPORT RIFLEMAN

SLOT	NAME
PRIMARY WEAPON	M14
NOTES/ ATTACHMENT	ACOG Scope
SECONDARY WEAPON	AK74u
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	M1911
SPECIAL GRENADE	Smoke
PERK 1	Frag x3
PERK 2	Overkill
PERK 3	Extreme Conditioning



SECTOR A
OVERGROWN
SECTOR B
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SPAWN POINT
TO 2nd LEVEL
MOUNTED GUN
WINDOW
UP
UNPLAYABLE
LADDER
SHACK
KNOLL
FIELD
BARN
STONE BRIDGE
FARMHOUSE
RIVERBED
WOOD BRIDGE
GAS STATION
LIBRARY
MAIN ROAD
SECTOR C
SECTOR D
OVERGROWN: TEAM DEATHMATCH

TIPS & LOCATIONS

Overgrown has some great spots. Initial meeting places include both of the bridges (Stone and Wood), the Farmhouse, the Barn, the Library, and the Gas Station. Be aware that snipers love the Knoll for sniping. The building on the southwest corner of the Wood Bridge sports a great elevated sniping perch, and the Library between the bridges has some nice vantage points too. The Barn has a second story that's good for fending off enemies from the Field, the Farmhouse, the Wood Bridge, and the Riverbed. When camping, try placing players in the corners of the lower level, as well as upstairs. You can even get up on top of the Farmhouse by way of the dumpster and wall. Get up on the wall and jump up to the roof. You can navigate the wall to almost anywhere, including the roof of the Wood Bridge.

Snipers love to squat in the Knoll and pick people off at the Barn or the Farmhouse. Always keep an eye on any movement out on the Knoll, because chances are they're in a ghillie suit. Put a counter-sniper in the Barn to shoot back. Most fighting takes place between the Barn and the Farmhouse and Wood Bridge, or the Gas Station and the Stone bridge. The building just northeast of the Stone bridge offers some great cover to shoot from, while the Gas Station attendants don't have much. Try popping smoke at your side of the bridge, and make your way into the Riverbed and up the hill to flank them. Keep a watchful eye on the west end of the Riverbed west of the Stone bridge. Snipers love this area as well, and can pick off plenty of enemies trying to move from the Riverbed to the building southeast of the Stone bridge.

Smoke is your friend on this map. Use it to bounce from one side of the Riverbed to the other, to distract the enemy, and to escape being pinned down. You can also smoke players out of an area. If they're in a room with enemies outside and they can't see, they'll clear out. This is a seldom-used but fairly effective technique.

There are so many great places to hide in the Riverbed. but if you're going to set up in there, be quick about it. Both sides of the town will be watching it for movement, and if the wrong eyes see you, you'll probably die and reveal your prime spot. The northeast corner of the Riverbed is a great spot to hide behind a rock and pick off any runners with a silenced rifle. The south road doesn't see too much action unless your team really gets pinned down. Even though it's tempting to just keep running right at the enemy, make your way around via the Riverbed and come up behind them.

You can access the Riverbed in the following locations: on both sides of the Wood Bridge, the Stone bridge, the south side of the Farmhouse, the north side of the Library, just west of the Stone bridge on the south side, and the stairs from the building just southeast of the Stone bridge. These are all important locations to note when playing Overgrown.

TEAM TACTICS

If you're starting at the south side of the map on the east side of the street, work on getting to the Barn so you can set up shop. The enemy spawns on the far-west side of the map, on the north side of the Stone Bridge. You should be able to make it to the Barn before they can, but it's going to be close. Move as a single unit and keep your spacing. Pop smoke at the end of the Wood Bridge and just in front of the Barn's west side. Then move your entire team as quickly as possible through the Riverbed and into the Barn. You can set up a temporary camp here and pick off a few enemies even as they respawn.

The second level of the Barn offers a good vista of the Knoll and the Farmhouse, which is very close to the enemy spawn point. Try grenade launchers to keep them pinned in. If the Barn is working for you, stick with it for a while. Don't wear out your welcome, though. Better to leave on your own terms than to be evicted. Decide on a relocation point and use a combination of smoke, frags, and grenade launchers.

Let's say you want to move into the Farmhouse. It's a nice place. It's got an upstairs and a ladder, even a mounted machine gun. Have your whole team smoke the perimeter and the interior too. Wait for the smoke to spread and pelt the Farmhouse with grenades. Everyone should enter through a different entrance. There's one on every side of the Farmhouse, so just breach in and take it over.

Now that you've got control of the Farmhouse, you're going to be a target. There are so many entrances on the first floor that it will be difficult to defend, but set some Claymores and C-4 to help. Some of your team should be upstairs as well. It might not

be a good idea to mess with the mounted machine gun, because it makes you a stationary target. But hey, it's fun to shoot, right? Defend this place as long as it works for you, and continue to smoke and frag your way from building to building to ensure your entire team gets there in one piece.

If you want to get across the Riverbed to flank the enemy or take up position in a better location, double-smoke each bridge and the center of the Riverbed between the Library and the Farmhouse. Simultaneously smoke all three locations, and take your entire team as a single unit across the Riverbed from the Library to the Farmhouse. Head up the little path and decide if you want to either flank the enemy or commandeer a building. If you want to flank, head east and use the dumpster to get up onto the wall and then onto the roof of the Farmhouse. If you can get a good portion of your team up there to shoot down on the enemies by the north side of the Stone bridge, you'll be in business. You can keep them pinned down here pretty well. As with all tactics, you'll have to assess the situation in-game to decide the best plan for the job. The enemy may have moved by the time you get up on top of the Farmhouse. If your plan goes south, have another one ready. Commandeer the Farmhouse or the Barn from there. The choice is yours, but a good battlefield leader has several options at his beck and call at any given time.

After pulling the old "smoke everything and pick a direction" trick, try less smoke the next time. Smoke the Stone Bridge and the Riverbed, and go through the Riverbed. Next round, smoke the Stone Bridge and run through the Riverbed. Always give the enemy something they're not expecting. Try to rotate your tactics as often as possible. Camp when they think you're going to rush, rush when they're expecting you to camp, etc. If they don't know what you're doing, you take them out of their game. Keep them off-balance and keep pressing when you see them wince.

PIPELINE

Spec Ops vs. Spetsnaz. Morning on a gloomy day at an abandoned oil refinery is the setting for this map. A winding road spills into the center of the plant, with Silos to the south and a Train Yard to the north. Two large warehouse buildings face each other in the center of the map, and an underground network of tunnels leads from the Crew Quarters to the Station House and Building Two.

SEA SNIPER TIP
You cannot shoot while sprinting.

These loadouts give you two options: to snipe, or to just kind of snipe. The Rifleman class is set up so that you can scope in for good medium-range shots, while still being able to shoot from the hip due to the Steady Aim perk. Since your kit is geared toward ground-pounding, take the Frag x3 perk and Juggernaut. They'll help keep you alive.

The Sniper kit is a basic loadout, including Claymores to fortify your position, Sleight of Hand to decrease reload times (sniper rifles take a bit longer to reload), and Iron Lung to hold your breath longer while sniping. You'll need a good combination of these two kits to work well as a team, so make sure you don't overload on sniper classes before the round begins.

SUGGESTED LOADOUTS

SNIPER

SLOT	NAME
PRIMARY WEAPON	M21
SIDE ARM	M1911
NOTES/ ATTACHMENT	Silencer
SPECIAL GRENADE	Smoke
PERK 1	Claymore x2
PERK 2	Sleight of Hand
PERK 3	Iron Lung

RIFLEMAN

SLOT	NAME
PRIMARY WEAPON	M16A4
NOTES/ ATTACHMENT	ACOG Scope
SIDE ARM	USP .45
SPECIAL GRENADE	Smoke
PERK 1	Frag x3
PERK 2	Juggernaut
PERK 3	Steady Aim

PIPELINE: TEAM DEATHMATCH

TIPS & LOCATIONS

Most battles occur at the main meeting point on the map, which is the Main Road running east to west between Buildings One and Two, and also in the Train Yard. Be ready to launch an attack almost as soon as you get to any of those locations. The Train Yard offers several train cars where you can take cover, but be careful, because one well-placed grenade can make you a permanent resident. Get some medium-range gunners to set up quickly and lay down some covering fire so the rest of your team can advance.

The Crew Quarters offer access to the underground tunnel system and will let you out either in Building Two or the Station House. If you get pinned down at the Train Yard, use these tunnels to outflank the enemy. Be ready for a fight down there, because the enemy team can also access these tunnels from their side of the Train Yard through the Station House.

Building One has three levels. The ground floor is fairly open, with entrances on all sides except the east, and the second level (technically the third level) offers an expanse of windows to shoot through on the south side. Since it's only accessible by ladder, use Claymores at the top of the ladder to cover your back. There are also windows facing the north side of the map, which can be used to watch over the Train Yard.

Building Two contains a much larger ground level, with entrances on all sides. From the ground floor, you can access either the underground tunnel system or the catwalks and the offices, which are great for shooting down on people. The second-level offices

offer some great cover, as well as a handful of north-facing windows for counter-sniping enemies in Building One.

The MG Building just west of the two main buildings offers both a lower and upper level. The second story has a great view of both main buildings and could be a great spot for snipers to pick off enemies who are sniping from them. There are two small shacks just east of Building Two. They don't offer much cover, but they'll do in a pinch. At the east end of the Train Yard, there's a small building that also provides some cover. It has two windows and a door facing west down the length of the Train Yard, and an additional entrance on the south side. There's also a cargo container on the far west side of the map that can be used for hiding or relocation.

The Hill, adjacent to the Roadway, is an ideal spot for snipers. It's fairly expansive and offers tons of vegetation for cover. Ghillie suits work great here. Try to position yourself near a tree or some tall grass to eliminate enemies on the Main Road, and even down toward the Train Yard. Be careful, because this is a well-known spot to most snipers. They'll probably try to knife you, or snipe you from a distance, and take your spot. Plant Claymores in key locations en route to your position to cover your back.

The Roadway just southeast of the Hill won't see too much action, so you shouldn't have to worry about that side while you're scoped in. Don't leave it unguarded, though. Somebody might try to maneuver up behind you via the Roadway.

PIPELINE: SEARCH & DESTROY

TEAM TACTICS

For this tactic, start at the northwestern spawn point and tactically flank the enemy team. You'll need a couple of light machine gunners for this one. Attach a front grip to steady your aim, and remember that the grip will disable perk 1. Make your way southeast through the Train Yard to the corner of the bend, where it starts to straighten out. Pop smoke and have your light machine gunners start firing eastward down the tracks, while the rest of your team (mostly loaded out as assault classes and maybe one sniper) heads as quickly as possible to the Crew Quarters and through the underground tunnels. The light machine gunners should be loud enough to draw the attention of the enemy, and the smoke will cover the team's descent into the tunnels. The gunners should also consider replacing the front grip with the Bandolier perk, because they'll be chewing through some ammo.

Once the bulk of the team has made it about three-quarters of the way through the tunnels, they should call in the two light machine gunners to regroup with them. The base team should exit the tunnels at the Station and come up behind the enemy. You may suffer some casualties in the flanking process, but by the time it starts to get hairy, your two light machine gunners should have made it to the Station to help out. Once you've eliminated the threat at the Train Yard, you can move into either Building One or Building Two. Secure the area and begin target practice.

Another flanking tactic is similar but splits your team in two. Take the team, via smoke cover, from the western spawn (Train Yard) south through the Columns. When you reach the southwestern corner of Building Two, split your team in half. Send one half through Building Two and into the tunnel system, and the other half around the building, through the Silos, and up to the Hill. Both teams should maneuver as quickly as possible and try to sandwich

PIPELINE: DOMINATION

PIPELINE: HEADQUARTERS

the enemy between the Hill and the Station House. Be sure to use good communication so that you can time your attacks and relay intel on enemy locations. Let the tunnel team know that your team is "50 yards from the Hill," and have them relay their position back to you. This will help you time a great surprise attack and catch the enemy off-guard.

A lot of the fighting will take place on the Main Road, the Hill area, and the Train Yard, so you should always be ready for those encounters. You may have to deal with these incursions on your way to the site of our next plan, which is to move into the two main buildings and secure them.

Start out at the western spawn point again, and go southeast through the center of the map. Split your team into two squads and make for Buildings One and Two. There are western entrances to both buildings, so you should be able to enter unmolested. Once inside, send one player upstairs to start sniping from the windows. The remaining players should find a comfortable spot to camp, and place Claymores at any entrances that cannot be guarded simultaneously. There are six entrances on the first floor of Building Two, and five on Building One. Find a good elevated position, with your Claymores on the ground floor. When you've set up your defense, your sniper can concentrate on picking off any free-roaming floaters and trying to get you an airstrike, or better yet, some chopper support. It shouldn't be too hard, because he'll have clear vantage points of the roadway, the Hill, the Station, and almost the entire map. Try to take out as many enemies as you can via air support, and rely on your Claymores and snipers to do the rest of the damage.

SHIPMENT

U.S. Forces vs. OpFor. This is a very small, very fun map, no matter how many players are involved. It takes place in the late afternoon in a walled-off cargo container storage drop on the docks. Gravel and short grass provides the footing, while the symmetrically stacked cargo containers provide the cover.

SEA SNIPER TIP
You can knife enemies from Last Stand.

These loadouts offer you a choice of being a mobile shooter or a slower, more heavily armed shooter. The Heavy kit gives you a nice fat LMG and a Desert Eagle, while the three Frags combined with Sonic Boom will create a devastating spread of ordinance. Of course, you'll need Martyrdom due to the size and pace of the map. If you don't get the guy who killed you, chances are his buddy will be rounding the corner to see what that clinking sound was.

Shipment is a close-quarters free for all, and no matter what you do, you're going to repeatedly encounter enemies at short range. The best approach to this kind of battle is a run and gun shotgun/knife/frag attack. That's what the Shotgunner setup is all about.

Martyrdom ensures you take the enemy with you if you go down, Juggernaut keeps you on your feet; even after a direct hit, and the extra grenades can generate an improvised air strike on a tight group of enemies.

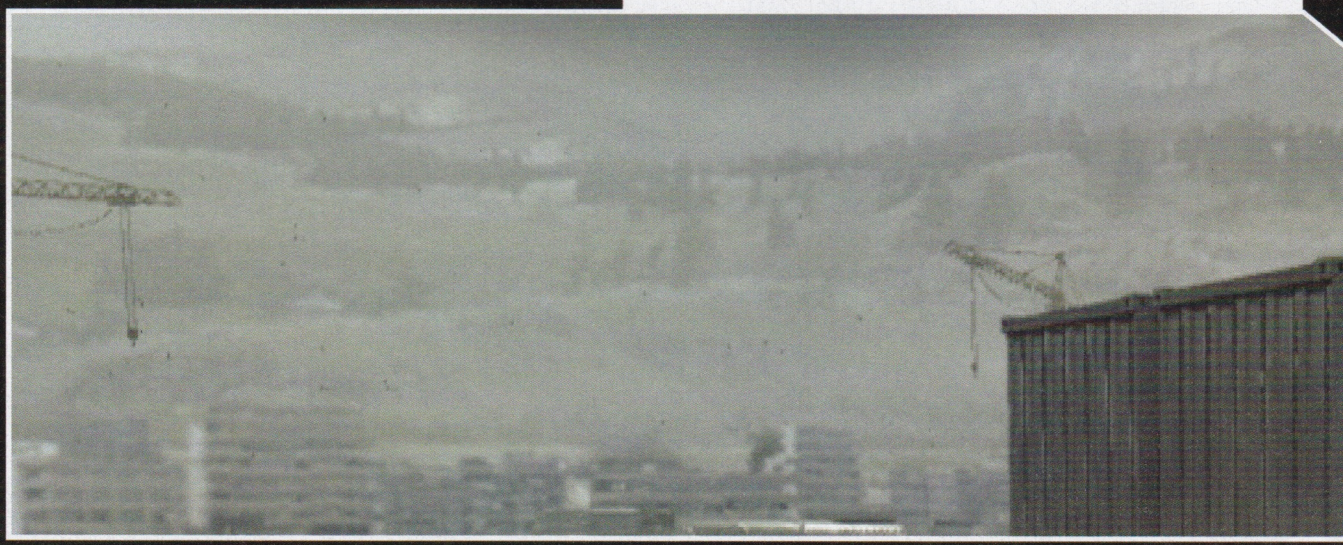
SUGGESTED LOADOUTS

HEAVY

SLOT	NAME
PRIMARY WEAPON	M60E4
SIDE ARM	Desert Eagle
SPECIAL GRENADE	Stun
PERK 1	Frag x3
PERK 2	Sonic Boom
PERK 3	Martyrdom

SHOTGUNNER

SLOT	NAME
PRIMARY WEAPON	M1404
SIDE ARM	M9
SPECIAL GRENADE	Flash
PERK 1	Frag x3
PERK 2	Juggernaut
PERK 3	Martyrdom



SECTOR A
S H I P M E N T
SECTOR B
N
W
E
S
SPAWN POINT
UNPLAYABLE
NORTH WALL
WEST WING
EAST WING
SOUTH WALL
SECTOR A
S H I P M E N T
SECTOR B
SECTOR C
SECTOR D
SHIPMENT: TEAM DEATHMATCH

TIPS & LOCATIONS

You can get into five containers on this map: the north and south containers, the east and west containers, and the northwestern container out of the four in the center. Use these containers for cover from grenades, RPGs, and lead. Three cargo containers have one entrance only, providing much better cover and a nice hiding spot. They're the northern, southern, and northwest of the four in the center. Use them to ambush enemies. In Old School mode, you can get on top of these containers as well.

Use grenades. Throw them all in the enemy spawn point. Each team spawns in either the northwest or southeast corner of the map, so lob a few their way at the start of the round. Use the Juggernaut perk to stay alive longer in this fast-paced level. Shotguns, SMGs, Stopping Power, and Double Tap are helpful as well. In most cases, you won't be alive long enough to reload your shotgun, so don't worry about getting the sleight of hand perk if you do decide to load out a with the shotgun. Instead, focus on constant movement and taking cover in one of the open crates if you run out of shells.

Keep moving. Circle the map while facing inward to keep your back as covered as possible. Try making a zigzag run through the map from left to right, killing all in your path. Always be ready with your knife. Inevitably you'll encounter an enemy when rounding a corner. Your knife skills will have to be sharp to get the drop on your opponent. There are also some good barrels, dumpsters, disabled vehicles, and areas where cargo containers meet the wall where you can hide or take cover. Try bouncing from one to the other, and stay mobile.

TEAM TACTICS

Your options are limited on this map. Starting at the southeast spawn point, have your team hold back instead of rushing. Watch the chokepoints. There are three of them near the barrels and the car. The left chokepoint is between the two red containers and the westernmost blue containers. The center chokepoint is between the two center blue containers, and the right chokepoint is between the red containers on the east side and the easternmost blue containers. Holding back is hard to do and might be useful only at the very beginning volley of spawns, but it's a good alternative when you've been doing the same thing round after round.

This plan is also beneficial for calling in airstrikes or chopper support. Since everyone should be loaded up on frags, you should be able to call in an airstrike fairly soon. There aren't very many places for enemies to hide on this map. Make sure you inform your team that you're calling in an airstrike, and then get everyone to cover in several of the cargo containers.

Another changeup is to take your entire team around the map in a clockwise or counter-clockwise motion, keeping your backs to the outer wall. Try to keep good spacing so you don't all get taken out by grenades. Keep circling, checking all the cargo containers and the cross paths in the center of the blue containers. It won't be easy,

but keeping your team together might overwhelm the random solo players you'll stumble on.

Try splitting up your team into wingman pairs. Send one team up the west side, one team up the gut, and one team up the east side. Grenade and shoot your way through, and meet up on the other side to clear the north. Head back the way you came and keep running the lanes you've been designated. This roving, scanning type of maneuvering will help you cover almost the whole map. You can also send out two wingman teams to run circles while you split up the third team. Position one player in the southwest corner behind the dumpster, and the other player behind the car or the barrels, to create a nice crossfire.

SHIPMENT: HEADQUARTERS

SHOWDOWN

U.S. Forces vs. OpFor. The setting is a desert palace complex at the end of the day. It's currently under construction, with a construction site on the west side of the palace and a central courtyard with an enormous statue at its center. There are passages from both spawn points to the courtyard and to an interior second-level Catwalk.

SEA SNIPER TIP

Communication and teamwork are the keys to winning against more skillful opponents.

These two loadouts are centered around explosives. The Lobster loadout with the grenade launcher is ideal for making your way up to the second level and lobbing grenades down on enemies who are trying to get through the underpass into the courtyard. The Sonic Boom perk increases the damage you can do. Use the Last Stand perk to get revenge on the guy who thought he got a lucky shot on you.

The LMG class is a great way to keep on the move. Choose either the RPGs or the Frag x3, and combine them with Sonic Boom to increase the damage of all explosives. Steady Aim will keep your RPD in check too.

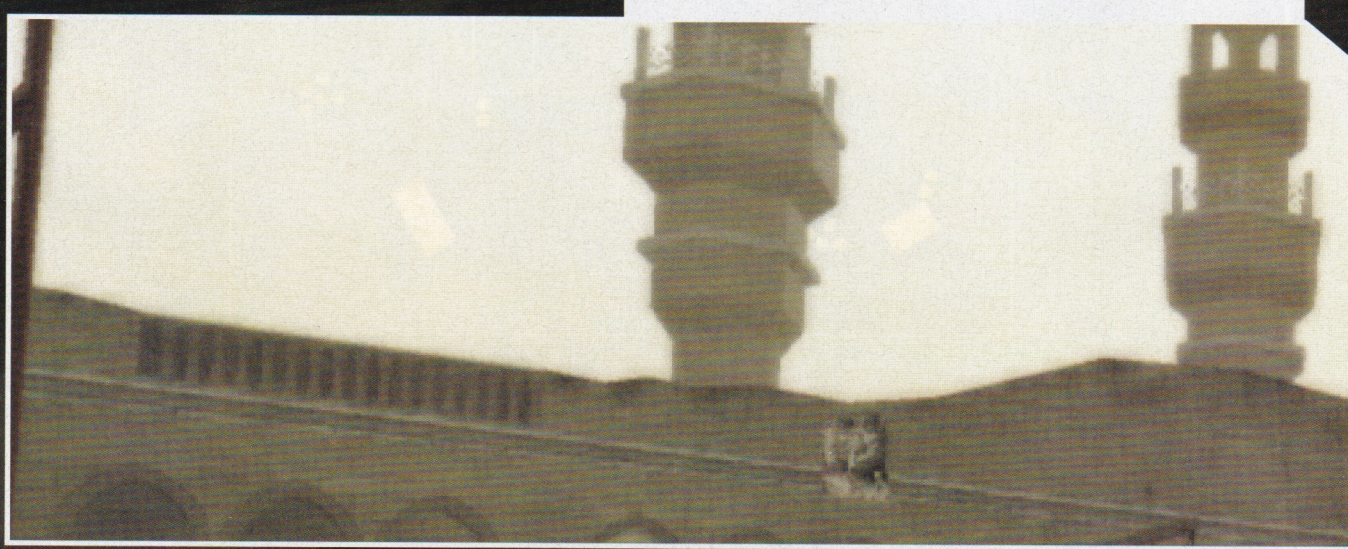
SUGGESTED LOADOUTS

LOBSTER

SLOT	NAME
PRIMARY WEAPON	G36c
NOTES/ ATTACHMENT	Grenade Launcher
SIDE ARM	M1911
SPECIAL GRENADE	Stun
PERK 1	Disabled
PERK 2	Sonic Boom
PERK 3	Last Stand

LIGHT MACHINE GUNNER

SLOT	NAME
PRIMARY WEAPON	RPD
SIDE ARM	USP .45
SPECIAL GRENADE	Flash
PERK 1	RPG-7 x2 or Frag x3
PERK 2	Sonic Boom
PERK 3	Steady Aim



SECTOR A
SHOWDOWN
SECTOR B
N
W
E
S
SPAWN POINT
TO 2nd LEVEL
WINDOW
UP
UNPLAYABLE
CATWALKS
ARENA
NORTH ALLEY
ARENA
CONSTRUCTION AREA
ARCHWAY
SOUTH ALLEY
SECTOR C
SECTOR D
SHOWDOWN: TEAM DEATHMATCH

TIPS & LOCATIONS

This map is almost identical on both sides, but flipped. There are stairs on the North and South Alleyways, underpasses leading from both initial spawn points to the central courtyard, and a two-level ring around the courtyard itself. If you must go through the underpasses, do it quickly, because they're a target of choice for grenadiers and quick rushers. The outside stairs are a much safer way. From there, you can move down and inside, or out through the opposite underpass.

Use the cover of the underpasses to avoid grenades and launch your own. Set up on the second level with your RPG or grenade launcher, and fire away at the enemy underpass. As soon as each team gets into the courtyard, they can immediately turn right and head up the internal stairs to the upper-level Catwalk. From there, they can shoot down on enemies or maneuver around the outside. There are some places to hide or shoot from, such as the planters near the interior stairs and the scaffolding around the perimeter of the complex.

Snipers aren't very useful on this map. You're better off taking something like an assault rifle with an ACOG instead. Shotguns are a good choice here, combined with perks like Double Tap, Sleight of Hand, or Bandolier. Assault classes and even submachine guns will also work well on this map. Choose your poison and consider the precious Juggernaut as well. It's nice to stay alive.

TEAM TACTICS

Take over the courtyard. You should split into two teams, a ground-floor team and a Catwalk team. The ground-floor team should head straight through the underpass and set up around the interior. They will have to throw or launch grenades as soon as they get clear of the statue in the center, which will block most grenades. Try to stagger your ground-floor team's grenades so that they land in the opposite underpass at different distances. Set up a triangle formation, with two players at the back corners and one up near the exit of the enemy underpass. That should be enough firepower to push back the enemy advance. This will hopefully eliminate a good chunk of enemies while your Catwalk team gets set upstairs.

The Catwalk team should move into position by way of the alleyway staircases. They should take up positions that give them a clear shot with their RPGs and grenades or grenade launchers. Once you've got your team upstairs, they can help make sure that no one sneaks up behind them or the ground team. Be sure to keep an eye on the underpass that you came through and the stairs you came up, because the enemy may be able to get around you through one of the alleyways. You should station a player to watch those areas.

Flanking is such an important part of your success in this game. Let's walk you through running a flank when spawning on the east side of the map.

SHOWDOWN: HEADQUARTERS

Take your entire team south through the alley and up the stairs. When you get to the top of the staircase, leave one man with a scope or grenade launcher to cover your team as they proceed over the wall and continue down the South Alleyway. The first man to the ramp on the right side of the alley heads up to the top of it and stands watch, while the player who stood guard over your team from the stairs regroups with the team. Once everyone's back together, have the ramp watcher jump down and follow. The entire team moves around the back of the enemy spawn point and splits into two teams. One team of three breaks back into the courtyard by way of the enemy underpass. The remaining wingman team heads to the northern alleyway to check for enemies, and then heads up to the Catwalk.

You'll probably run into enemies at their spawn point and on the Catwalk, so be ready for engagement. Have your knives ready when you break back into the underpass, and the courtyard too. If you get pinned down, don't panic. Just smoke and flash your way out and relocate. Always notify your team that you're going to pop smoke or flash, because it will affect everyone. Sometimes a sniper may be ready to scope someone in, and if you throw smoke you'll ruin his shot. Just make sure you call where and when you're going to throw it.

STRIKE

U.S. Forces vs. OpFor. This large urban desert area provides tons of buildings and secondary levels for players to take cover. The Marketplace is full of Shops, and the streets see lots of action. It takes place in the morning, so visibility is high. Use the multitude of building interiors to advance your team throughout the map.

SEA SNIPER TIP

If you have an airstrike available, ask for someone to use their UAV to light up targets on the map to avoid wasting it. If you don't have a UAV, ask your team if they can direct you to any enemy locations.

These kits cover most of the action you'll see on Strike. While there are some close-quarters battles, most of them can be dealt with via knife or shotgun and the standard assault rifles. The Mid-Range Assault CCS is set up with an ACOG Scope to pick off those pesky critters up the street. When you want to stop the swarm of enemies trying to flank you, show them your frags. Juggernaut will keep you breathing so you can continue shooting through walls with Deep Impact.

The Sniper-Shotgunner class is designed for the mobile sniper who needs to relocate often and may encounter some close-quarters fighting while bouncing from perch to perch. Grab Claymores to protect you while sniping, and Iron Lung to steady your hand.

SUGGESTED LOADOUTS

MID-RANGE ASSAULT

SLOT	NAME
PRIMARY WEAPON	M14
NOTES/ ATTACHMENT	ACOG Scope
SIDE ARM	M1911
SPECIAL GRENADE	Smoke
PERK 1	Frag x3
PERK 2	Juggernaut
PERK 3	Deep Impact

SNIPER-SHOTGUNNER

SLOT	NAME
PRIMARY WEAPON	R700
SECONDARY WEAPON	M1014
SPECIAL GRENADE	Flash
PERK 1	Claymore x2
PERK 2	Overkill
PERK 3	Iron Lung

STRIKE: TEAM DEATHMATCH

TIPS & LOCATIONS

One team spawns in the Junkyard in the northwest corner of the map, and the other team spawns on the Hill in the southeast corner. Most firefights will occur right in the center of town, between the Monument and the Shops. Use the half-wall just outside the Hotel as cover to shoot up the street toward the Marketplace. The whole Marketplace area becomes very hot very quickly, so use grenades to cool it off. Try using C-4 on vehicles to create larger explosions when groups of enemies pass by them.

Snipers will like the multiple second-story levels on this map. There are plenty of places to snipe from even on the ground. Find a good line of sight to the action, and set some Claymores to cover your back. Always try to pair a sniper with a defender, because while enemies can shoot your Claymores, your buddy can at least shoot back. Use teamwork to divide and conquer. Use smoke and diversionary fire to make the enemy think you're stronger in one area than another. Lure them into traps like Claymores or C-4 explosions, or just massively overpower them at your campsite. Snipers can make great use of the second-story level of the building just south of the Monument. A large opening offers a great line of sight to the Marketplace.

There are several buildings to camp. Use them whenever possible to take a breather and get a few quiet kills. Don't overstay your welcome, though. As soon as the enemy knows you're there, move

out and commandeer another place. Hopping back and forth like this is great cover, and it can really frustrate the enemy because they can't get a clear shot at you.

UAV Jammers are also a good perk on this map. Since there are so many avenues to relocate and maneuver, there could be an enemy around every corner. Be ready for stabby-time.

Grenade launchers and RPGs are a good choice for areas like the main street and some balconies. Try to gauge your distances before you shoot, so you don't waste ammo. Launch a few up the street, and remember to note where you sighted up your shot and where it landed. This intel, combined with where you stood when you fired, will help you nail down the target next time.

Consider using only silenced weapons and UAV Jammers on this map. Since there are so many ways to navigate through the city, being unseen is a tremendous advantage. This is very frustrating to enemies who rely on radar and UAV scans to aid them in airstrikes or general tactics. Silencers decrease your weapon's damage, but keep you hidden from radar. If you do run with a silenced weapon, consider the Stopping Power perk to maintain its damage level.

TEAM TACTICS

There are so many things to do on this map, it's hard to know where to start… How about the eastern team spawn on the Hill? Okay, we need an objective… Let's steal the peach from the Marketplace.

The Marketplace offers a good-sized area that can be locked down without too much loss of life. Getting there is the problem. Take your entire team north through the east side of the Shops (around the back) and make your way to the Flower Shop. Go around the back of the shop and fight your way into the Marketplace from the east-side entrance. Get your team inside by any means necessary: snipers, grenade launchers, frags, RPGs, whatever you need to gain control of the Marketplace. Smoke is a viable option to extricate your enemies as well. Fill the center of the Marketplace with smoke and see what comes out.

Once you've gotten control, delegate positions. Put a player on every access point to the entire Marketplace. There are entrances on all sides except for the north side, which makes it a good, fortifiable compound. Plant Claymores and C-4 wherever possible, and take up positions where you can watch the entrance points from afar and simultaneously avoid incoming grenade barrages. There are several upper-level windows where you can place snipers, and some great areas to create crossfires.

Another option for teams spawning at the Hill is the top gun assault. Take a team of 2 snipers or long-range riflemen, or even a grenade launcher, to the end of the main street just west of the Hotel. They can take up positions in the building on the southeast corner of the Monument, or right behind the half-wall in front of the Hotel. Let them work on their 5-kill streaks while the bulk of your team hovers around their spawn point, watching any entrances to it (like the alley behind the Shops and the main street). Once your snipers have access to the

airstrike, have them call it in the center of town at the top of the main street. When your team sees the airstrike coming in, they should let it drop its ordinance and then follow close behind it on foot up the main street. You're looking to overwhelm the enemy by using the air support and bringing in the rest of your team behind it.

After your snipers call in the airstrike and the rest of the team has made it up the street to the Marketplace, the snipers should use their cover to reposition on higher ground, such as the Flower Shop. From there, snipers can see enemies flowing out of their spawn points, the Marketplace and the main street. Use them to communicate enemy positions while your ground team remains mobile.

Wingman teams will also work here. All teams should have at least one player with a scope on an assault rifle, or a sniper with Overkill and an assault rifle, submachine gun, or shotgun to help when it comes time. Spawning from the Hill again in the southeastern corner of the map, send one team up north via the alley behind the Shops, send the second team up the street but through the Shops themselves, and send the third team to the Monument. All teams should concentrate on regrouping up at the Junkyard in the northwestern corner of the map.

The Monument team will see plenty of action, but can take a back route to the Junkyard by cutting straight through the Monument courtyard and keeping left. The Shops team may have some trouble getting in and out of the Shops, so bring some smokes. The Alley team may encounter a sniper or two down the length of the alley, but that's why you brought yours along too. Outsnipe the enemies you encounter, and toss a few exploding cookies their way. Have everyone regroup at the Junkyard, and remobilize the team for a run back through town. Maintain the single-unit structure, backtrack down the main drag, and polish off any stragglers for the win.

VACANT

Spec Ops vs. Spetsnaz. This is an abandoned shipping facility near the end of the day. The Spetsnaz have set up a temporary operations center to plan their attacks on the Spec Ops. The office complex consists of a maze of hallways and offices, including a Warehouse and an Ops Center. It's surrounded by a Parking Lot on the east side and a loading/fueling area on the south and west sides.

SEA SNIPER TIP
Always check your radar for enemies, like Mr. Stabby.

The Assault class is great for setting up outside the complex and picking off opponents trying to flank your team by way of the three exits just north and west of the Containers. These classes can also position themselves on the south end of the Containers to shoot back up toward the Loading Docks. If they decide to head inside, they should plant Claymores around heavily trafficked hallways and entrances. Sonic Boom will increase the damage from your Claymores and might take out more than one enemy. This could be a big help in getting your 7-kill streak so you can call in the chopper. Martyrdom is a must for this map, because the bulk of it is close-quarters indoor combat, and there aren't that many places to run away from a grenade.

SUGGESTED LOADOUTS

ASSAULT

SLOT	NAME
PRIMARY WEAPON	MP44
NOTES/ ATTACHMENT	Red Dot
SIDE ARM	M9
SPECIAL GRENADE	Stun
PERK 1	Claymore x2
PERK 2	Sonic Boom
PERK 3	Martyrdom

CQC

SLOT	NAME
PRIMARY WEAPON	Skorpion
SIDE ARM	Desert Eagle
SPECIAL GRENADE	Stun
PERK 1	Bandolier
PERK 2	Stopping Power or Double Tap
PERK 3	Martyrdom

Using the Stopping Power perk maximizes the efficiency of the submachine guns, which aren't as powerful as assault rifles. Always keep in mind that a submachine gun will do some damage at medium distance, but it's really only effective at close range. Train yourself to run toward enemies instead of backing away. Backing up will only decrease the amount of damage your bullets do, even with the Stopping Power perk. Running toward your enemies while firing gives you a dual advantage: You increase the damage you do, and if you get shot in the process, you've got Martyrdom! If you choose to run with the Double Tap perk in place of Stopping Power, you can come out on top in a lot of firefights. You'll be putting twice as many bullets into your enemy. This works best when combined with your Bandolier perk, because Double Tap really chews through ammo.

VACANT: TEAM DEATHMATCH

TIPS & LOCATIONS

Vacant is primarily a close-quarters/short range map. You should choose a primary weapon that will allow you the most mobility and firepower, such as an SMG or a shotgun. Not much sniping goes on in this map, so choose your loadout wisely. You don't want to get stuck running around the interiors with a sniper rifle. There are lots of places to hide on this map, so consider the use of silenced weapons as well. They will allow you to remain invisible on enemy radar while shooting.

The interior of the complex is made up of offices surrounded by the large Ops Center to the north and Warehouse to the west, bordered by the Parking Lot, Loading Dock, and Containers on the outer perimeter. Most initial incursions take place in the Offices (particularly the courtyard between the Parking Lot and the Loading Dock), but also in the south entrance to the Warehouse and the south entrances to the Offices, which include two windows and the main doorway entrance. Be wary of these three areas throughout the match, because the enemy will use them to outmaneuver you.

When spawning at the Ops Center (northern spawn), decide what style you'll be playing before you run off. If you're a patient, long-range player, head southwest through the Warehouse to set up camp, and pick off enemies trying to gain access to the

Warehouse via the Loading Dock. If you're looking for a CQC fight (close-quarters combat), head to the east side of the Ops Center and make your way south into the Offices. Most of these CQC battles will begin down the hallways and the central courtyard, so it might be a good idea to choose your weapons and special grenades/perks wisely before you begin. The Parking Lot has a raised retaining wall that offers a decent shot into the interior. Use it to your advantage when you get a UAV up and running.

The refrigerator in the kitchen, just north of the Parking Lot, is a great place to crouch behind and observe anyone trying to outflank your team via the Parking Lot. The bathroom corners inside are also great places to ambush someone with a knife. There's a table in the room in the northwest corner of the Warehouse, and this is good for going prone and ambushing enemies entering through either the Warehouse or the Ops Center. Remember to save your airstrike until you know there are enemies outside, because most of the map's action takes place indoors.

VACANT: SEARCH & DESTROY

TEAM TACTICS

Spawning at the southern Containers, split your team in two and send them off into the complex by way of the Loading Dock, and the Main Entrance. All teams should proceed at whatever speed they desire. Maneuver through the hallways and offices until you meet up in the Ops Center. Set up shop for a while and regroup. Have everyone double up on an entrance, because there are only two to watch. The enemy will find you soon enough, but you should be able to hold them off indefinitely and rack up some fast points. If this tactic works for you and your team, continue using it until it fails. If you need to bug out of the Ops Center, split back up into your original wingman teams and head back the ways you came in.

Alternatively, you can maintain a solid force just by setting up outdoors near your spawn point. This is very handy, because you'll be able to get set up much more quickly than the opposition. If you're playing with five players per side, place someone in the south near the Containers to snipe back toward the Loading Dock, where many enemies stream out. Place another player right on the northeast corner of the Loading Dock and the Warehouse to finish off anyone who makes it out. Place a player just south of the tanker truck by the Gas Station to snipe back toward the Parking Lot, watching for enemies trying to flank or jumping out of the windows or Main Entrance. Position another player on the large path between the shipping Containers to watch the Main Entrance, and another teammate should hide behind the dumpster between

the Main Entrance and the Parking Lot to watch for jumpers exiting through the window. This is a great setup, and your teammates are positioned close enough to each other to help out or fill in if necessary.

WET WORK

U.S. Forces vs. OpFor. This map takes place on a cargo ship out at sea. It's night, but visibility is still good. Night vision helps quite a bit on this level, but it can be disorienting in close quarters. There are only two indoor areas, located at each end of the ship. There are two raised platforms for snipers as well.

These loadouts work well in a team or if you're going solo. The Grenadier/Assault class is great for deck battles. With the grenade launcher, you'll get a lot of unexploded shell kills. (Watch for the icon when you kill someone that way!) Use smoke to get through the tough areas. The Double Tap perk is ideal for the killer on the go, because you'll want to fire off as many rounds as possible when you see an enemy. Extreme Conditioning will help you make it from one side of the ship to the other quickly.

The Sniper kit should be used by experienced snipers who can set up on one of the overwatch platforms and pick off enemies trying to breach through the center arena. Outfitted with Frag x3, the sniper can also defend himself if enemies move too close. Juggernaut lets you get into sniper battles with enemies shooting from the opposite platform, and Iron Lung will help steady your hand for longer periods of time.

SUGGESTED LOADOUTS

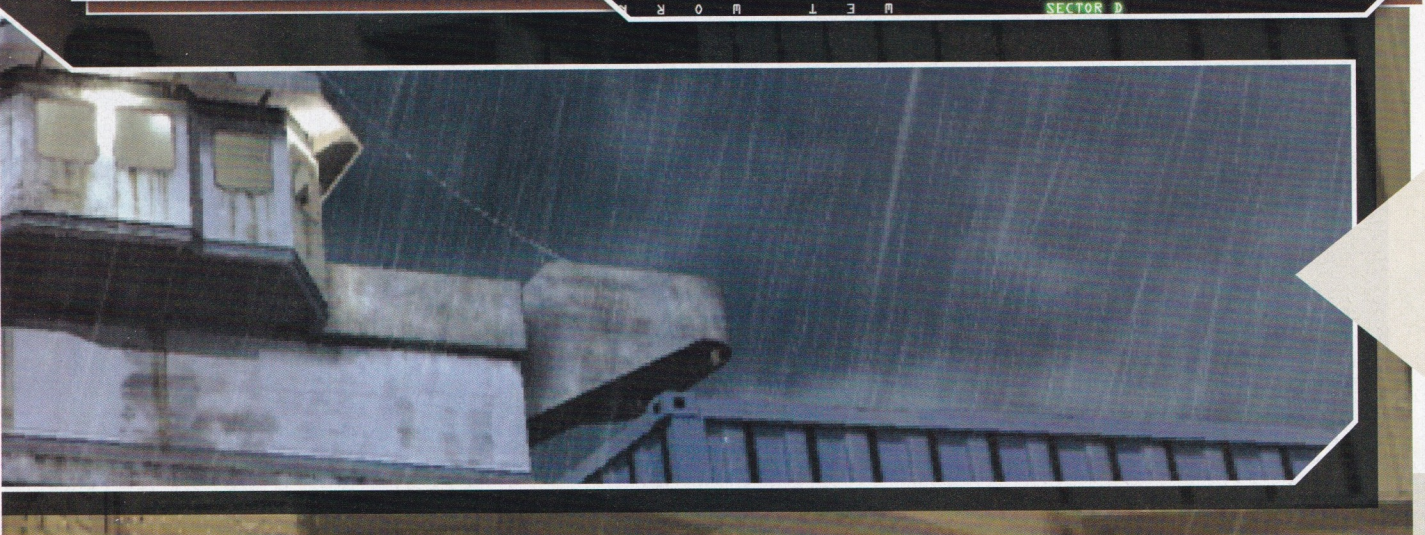
GRENADIER/ASSAULT

SLOT	NAME
PRIMARY WEAPON	AK-47
NOTES/ ATTACHMENT	Grenade launcher
SIDE ARM	Desert Eagle
SPECIAL GRENADE	Smoke
PERK 1	DISABLED
PERK 2	Double Tap
PERK 3	Extreme Conditioning

SNIPER

SLOT	NAME
PRIMARY WEAPON	SVD
SIDE ARM	M1911
NOTES/ ATTACHMENT	Silencer
SPECIAL GRENADE	Smoke
PERK 1	Frag x3 or Claymore x2
PERK 2	Juggernaut
PERK 3	Iron Lung

SECTOR A
W E T W O R K
SECTOR B
N
W
E
S
SPAWN POINT
TO 2nd LEVEL
WINDOW
UP
UNPLAYABLE
UNDERPASS
BRIDGE
NORTH OVERWATCH
SOUTH OVERWATCH
STERN
SECTOR C
SECTOR D
WET WORK: TEAM DEATHMATCH



TIPS & LOCATIONS

The two overwatch platforms are great places to snipe, but be careful that you don't get stabbed. This is a great place to put Claymores. Put them at the top of each staircase leading up to each platform, and rest easy.

Most of the battle will occur in the center of the ship, with teams constantly flowing in and out from the underpasses below each overwatch platform. Watch for the occasional straggler who thinks he's smart and tries to maneuver around the sides of the underpass. A few grenades will teach him.

Stick to the sides of the ship as often as possible, because there's more cover from the plentiful incoming grenades. You'll be able to pop from cover to cover pretty well by using the cargo containers scattered along the rails. Be ready to stab around every corner, because many players will try to rush to your end of the boat. If you end up getting pushed back to your spawn point, don't worry. There are plenty of places to hole up in there. Each spawn point offers an elevated second level, which is great for snipers. It's always better to shoot down on enemies than to shoot up, so take advantage of this if you get pushed back. Snipers might want to set up here on the second level initially, if they can get a decent line of sight to the action.

The center of the ship is where almost all the magic happens. Teams will continue to pour through the underpasses and around the sides. Sitting back a bit and letting them come through might be a good trick once in a while. Try setting Claymores where they won't expect them, and have some of your snipers take care of the more difficult enemies. Be ready for some close-quarters combat on the ship. Snipers should always be ready to pop on their night vision and grab a pistol to plink away at any close-talkers.

TEAM TACTICS

Take a conservative approach on this map to start. Let's kick off from the south side of the ship. From there, put one sniper out on the second-story balcony right away. The rest of the team moves into position just south of the South Overwatch platform. They escort your second sniper to that platform until he gets set up with Claymores. The ground crew also plants a mix of Claymores and C-4 packs at the south underpass, and then pulls back between the south platform and your spawn point.

Your forward sniper relays enemy positions and approximates their projected path. Most teams won't be used to not meeting enemies in the center of the map, and hopefully they'll have depleted their explosives by now. This leaves your ground team free to lock down the three chokepoints. There's the underpass, and then the west and east sides of the southern platform, which should all be decorated with Claymores or C-4.

Depending on your teammates' skills, consider setting up two more snipers. Put a set of two snipers on the south platform and two more on the second story of the spawn point. Your remaining player should run light, with either submachine guns or assault rifles and Extreme Conditioning. Have him move as quickly as possible to the kill zone, which is the center of the map between the two overwatch platforms. He should set up as quickly as he

can and start fending off the sides of the northern platform, while your snipers take aim at the underpass and work on funeral arrangements for any counter-snipers. You may want to alter the configuration a bit, depending on your snipers' skills or the need to have more boots on the ground. The choice is yours, but putting two snipers on the overwatch platform and just one on the second-level balcony, while the new assault boots help out in the kill zone, is a good plan.

As a last resort or just to change things up a bit, you can keep your team together, spaced loosely to avoid grenades, and move up one side of the ship to get behind the enemy. Of course, make sure to smoke all avenues of possible approach, to disorient the enemy and surprise them when you come through one of the smoke clouds they didn't expect. Keep making your way forward, shooting down enemies as you go, and if you lose a man, take cover and wait for him to rejoin the team. Then proceed forward. Continue to caterpillar your way up the side of the ship until you reach the enemy spawn point. Then you can commandeer their base and hold it down until they realize what's happened, or you can regroup and head back through the center or the other side of the ship. It's up to you. This is a very fun level and can be played tactically.

WET WORK: HEADQUARTERS

Clans

Clans are groups of players who fight on the same team in matches against other clans. Clans can compete in many leagues, ladders, and tournaments. Clans are a great way to make sure you're playing with the kind of people you want to play with, and not some raving lunatics. Great friendships are formed in clans, and they give players a sense of purpose as well as camaraderie. There's nothing like prepping for a clan match. You can set up a clan for free. All it costs is time...

Creating a Clan

If you're tired of never being able to get anyone to work as a team, create one of your own. There are tons of things to consider before you get yourself into something you can't get out of. Consider everything from the name of your clan to the players you bring into it, and everything in-between. Running a clan is a lot of work, but it can be a lot of fun if you do it right and put the time into it.

CLAN RULES & STANDARDS

Your clan should create a code of conduct for all its members. If you don't set down rules beforehand, members will think you're a jerk when you punish them for something they didn't know they weren't supposed to do. This also helps you decide what kind of clan you want to be, and helps potential members decide if it's the right place for them. Decide how much time you require from members for things like practice and matches, how active they need to be in your forums, etc. Include rules like "no smack-talk" if you want to take things seriously and gain respect from others, and "if you fail to show up for a practice, you may not be rostered in the next match." Regardless of the type of clan you want to create, don't be a jerk. Treat people with respect, or you'll be left in a room by yourself and the word will get around not to play your clan. Be respectful and people will respect you. If they don't, bug out.

Eventually you'll find a good group of players and clans that all have a good time with each other...while killing each other. Make sure you cover everything that you think you may need to, and enlist the help of some of your clanmates to add to or revise the rules.

CHAIN OF COMMAND & PROMOTIONS

All clans need a chain of command. Of course, there's the leader, who may delegate parts of his duties to other clan members. You should also create a rank structure based on our existing military's structure, or create your own rank names. You can use 10 ranks or 30, it's up to you. Just make sure everyone knows what they need to do to earn each rank, and what their responsibilities will be once they reach that rank.

You can let some of your subordinates take care of things like recruiting, intelligence, training, and battles. Whatever you need done for the clan, find the right person for the right job.

You might decide that your members need to reach a certain rank to become Chief of Training. Just make sure your members know how they can achieve that rank. You can base rank on many different things, such as practice attendance, in-game skills, if the guy came over and helped you move that couch with the fold-out bed...anything you want. Or you can promote people at random if you like. Just let your team know that's how you're going to do it.

Once you've got your chain of command in place, make sure to explain how it works. Can Privates talk directly to the General? Do they need to go through a Lieutenant? Are Captains and above the only members who can set up clan matches? These are all things to consider when creating your chain of command.

CLAN DUTIES

There are tons of things to do in a clan. Delegate the work to the players you trust. Some of the duties that need to be performed are: Webmaster, Practice Coordinator, Battle Organizer, Recruiter, Intelligence Officer, Communications Officer, and Forums Administrator. One person can't perform all of these jobs, so figure out what needs to be done for each position and take volunteers. This is usually the best way to assign these positions. Disregard rank when choosing members to fill these slots, because some of your higher-ranking officers may not be any good at doing what you need them to do, or may not have the time to do them. Find out who's good at what and let them run with it. If they screw up, can't do a good job, or don't have the time, just assign the position to another volunteer. By letting everyone have a hand in running the ship, everyone will feel a bit more ownership in the clan and help it to succeed.

Let's explore one of the positions: Practice Coordinator. This is a crucial job, because everyone needs practice whether they think so or not. The Practice Coordinator makes sure everyone knows when practice is and shows up on time, and comes up with a practice schedule for the night. If you need work on a certain map that you'll be playing in an upcoming match, set up some drills on that map, such as getting across the bridges in Overgrown. Have one team hold one side while the other team tries different ways to get across. Then debrief the team and see what worked well and what didn't work. A lot of times you'll hear things like, "When you flashed us in the barn, we couldn't see anything. Good idea." So the Practice Coordinator should make sure everyone's where they need to be for practice, and everybody knows what's going to happen.

RECRUITING

There are many ways for clans to recruit. If you frequent gaming forums, add a line of text in your signature that says, "We're recruiting! Click here." Link it to your clan website or forums. You can make a party, join a public room, and let the other players know that you're recruiting. You can watch them play and talk to them right there to see if they would be a good fit. Then you can offer them an invite or ask them to play with you a few more times before you make a decision.

You can even create a form for recruits to fill out, detailing things like when they're available to play, how old they are, how long they've been playing, how they found your clan, why they want to join, and any other questions you'd like answered. Take into consideration the age group. If you and all of your members are 25-30, you might not want to recruit 12-year-olds. The same goes for a clan of 12-year-olds. You don't want some old man in your clan, do you?

Stock your clan with good players, but also make sure they're good people. You want people willing to help you out, work as a team, and contribute what they can. Make sure all recruits know what you're looking for, and show them your clan's rules and regulations. Once you find people you think are a good fit with your clan, have them play with you in a few practices and matches before you give them their tags. They may seem cool in the beginning, but time will always reveal the true nature of a person. Make sure you're getting the player you thought you were going to get before you tag him.

AWARDS

Create some sort of a reward system to give your members something to work toward. This can include anything from medals to ribbons to trophies. Set up a system where players vote for each other to get certain awards, or have them make recommendations to the leader. You can even base it on in-game stats. For instance, at level 25 you get your Ground-Pounder Medal. Check out some military websites for ideas on medals and ribbons to bestow upon your members. You can give out awards for specialties such as great sniping, grenade work, good communication, tactical work...the options are limitless. Just let your players know how they can earn these awards, so they have something to work for within the clan.

Try to create a group of awards, medals, ribbons, etc. that you can build upon. For example, if someone gets the Sniper Medal, and they continue to perform well with the sniper rifle again and again, try adding something to the medal, like a star or a stripe. Or change its color to denote that the player has achieved more than just the basic award—just like in Prestige mode. Every time you reach level 55, you get a different icon. This is the same basic principle. People love to unlock things and need to have a sense of progression, so this feature will make your members want to do well.

PRACTICE

Practice makes perfect. Or at least a fun Wednesday night. Decide how often you need to hold practices. Run at least one practice every week. Set a time and let everyone know they have to be there. This helps everyone get to know each other, and it creates a fun and comfortable atmosphere. A couple of hours should be the max for practice, especially if you're working on specific things like tactical maneuvers, weapons training, etc. Practice should be used for training and testing. Try out tactics that you've drawn up for the upcoming match. If they don't work, you can take new suggestions right then and there, and try them out to see if they work.

Another great way to practice is to set up a friendly scrimmage. Find a clan that you've played before and set up a time to battle. This is usually the best way to try out your plans. By playing against the same people all the time, you start to anticipate what everyone's going to do. Playing against someone new, it'll be a crapshoot. You can even discuss with the other clan what you need to work on and what they need to work on. Let's say your clan needs to work on getting into the barn on Overgrown. The other clan can set up camp in there, and you can try to get in. They may need practice on Wet Work and will want to run on a certain side of that map. Scrimmages are great ways to make new allies and test out your tactics.

MATCHES

This is where all your hard work can pay off. There are lots of places to find a battle. Just search online. There are tournaments, ladders, and leagues, and some even offer cash prizes. Find a system that works best for you and your clan. Make sure you read all of the rules before enrolling in a ladder, and make sure your members can play at the specified times. Ladders are set up in a numbered fashion, ranking you based on who attacks you and who you attack. You can only attack a certain number of "rungs" up on the ladder, and vice versa. All ladder systems are run differently, but the point is that the more you win, the higher up the ladder you climb.

Leagues are a bit different. They can be set up to knock out any teams that don't get past a certain level, or contain playoffs and tiers. Again, decide what works best for you. Online matches are extremely tense, and you'll need exceptional communication to win. Shooting alone won't always win matches, so talk it up when you need to relay intel to the team. Always be respectful. If you end up fighting a bunch of immature players and they start talking about your mom, just mute them and play on. Report them if you have to.

INTRA-CLAN TOURNAMENTS

You don't always have to fight other clans. In fact, some of the most fun you'll have in the game is when a rivalry is struck. *Call of Duty: Modern Warfare: Reflex Edition* offers an immeasurable number of combinations for private matches. Come up with something fun, like a knife-only Domination tournament, and come up with prizes for it. You can even have the clan members chip in and get a hat, or shirt, or controller, or whatever you can do for the winners. Virtual trophies with the players' names on them will work too, but stay away from the cold hard cash prizes for the most part. Experiment and have fun. That's what it's all about.

WEBSITE & FORUMS

There are plenty of free hosting places available on the web. Poke around and see what you can find. You'll want to have a few pages on your site to show the public that you have your act together. Your site should show people what your rules and standards are, what your requirements for recruiting are, and how you owned that clan last night. If you don't have anyone in your clan who can design a website, there are other options. You can use a cheap template that you can edit yourself, and some hosting services give you access to basic web page editing tools.

You'll also need some forums or bulletin boards. These are free of charge and easy to maintain. Forums give your members a place to talk amongst themselves. They can post about tactical ideas and suggestions, practice times, upcoming matches, tournaments, and anything the clan needs to know. Forums are a great place to do it. They also give the public a place to come and interact with you as well. When you're playing in open rooms and someone asks you if they can join, you can point them to the forums.

Forums also offer things like calendars and private messaging systems, including e-mail features. They're a must for any clan.

CLAN MAINTENANCE

You can't just say, "This is my clan name and here we go." You'll need to keep up on everything, from updating your roster to administrating your forums. Make sure you have a finger on the pulse of your clan so you know if anyone is unhappy. You want to keep morale high, or members will jump ship and find another clan. Find out what your members like and dislike. There's no better way to grow. So good luck and have fun.

Fun

Play the game, and you'll see that you can't take one step without setting your foot in a big, steaming pile of fun.

First off, one of the most fun things to do in *Call of Duty: Modern Warfare: Reflex Edition* is to play in Old School mode. With higher jumps, increased health, and weapon and perk pickups, everyone's on the same level and it's a blast! Try some box-top knife-fights in Shipment. Jump up on top of the two cargo containers in the center of the map, jump, and knife each other in midair. Set up some headshot-only games, and wait for the screams of, "Oh, that's garbage! I shot you!" Cage matches are a great recruiting tool. Just throw two guys in there with each other and tell them that you only have room for one more member. The winner gets in! Man, that is mean. But fun.

Hardcore matches are fun as well. With the limited HUD and maximum damage, it's as close to real life as you can get. How about some Domination with shotguns only? Pistols-only Sabotage, anyone? How about knife-only Team Deathmatch? Try Shipment with as many players as you can cram into it. The sheer number of grenades, grenade launchers, and Martyrdom perks will have guys flying everywhere!

Call of Duty: Modern Warfare: Reflex Edition is a sight to behold. With so many options for the player and beautifully designed levels, perfectly tweaked weapons, and sound effects, you can't get more bang for your buck. If you were wondering how the *Call of Duty* series would fare outside of its WWII roots, wonder no more. *Call of Duty: Modern Warfare: Reflex Edition* is here.

Master Unlockables List

CATEGORY: FEATURES

UNLOCKABLE	HOW TO UNLOCK
Demolitions Class	Achieve Rank 2
Sniper Class	Achieve Rank 3
Create-A-Class	Achieve Rank 4
Challenges	Achieve Rank 5
Clan Tag	Achieve Rank 12
Prestige Mode	Achieve Rank 55

CATEGORY: PISTOLS

UNLOCKABLE	HOW TO UNLOCK
M9	Achieve Rank 0
M1911 .45	Achieve Rank 16
USP .45	Achieve Rank 0
Desert Eagle	Achieve Rank 43
Golden Desert Eagle	Achieve Rank 55

CATEGORY: SMGS

UNLOCKABLE	HOW TO UNLOCK
Mini Uzi	Achieve Rank 13
MP5	Achieve Rank 1
Skorpion	Achieve Rank 4
AK74u	Achieve Rank 28
P90	Achieve Rank 40

CATEGORY: LMGS

UNLOCKABLE	HOW TO UNLOCK
M60E4	Achieve Rank 19
M249 SAW	Achieve Rank 1
RPD	Achieve Rank 4

CATEGORY: SHOTGUNS

UNLOCKABLE	HOW TO UNLOCK
W1200	Achieve Rank 2
M1014	Achieve Rank 31

CATEGORY: ASSAULT RIFLES

UNLOCKABLE	HOW TO UNLOCK
AK 47	Achieve Rank 4
M4 Carbine	Achieve Rank 10
G3	Achieve Rank 25
M16A4	Achieve Rank 1
G36c	Achieve Rank 37
M14	Achieve Rank 46
MP44	Achieve Rank 52

CATEGORY: SNIPER RIFLES

UNLOCKABLE	HOW TO UNLOCK
SVD	Achieve Rank 22
M21	Achieve Rank 8
M40A3	Achieve Rank 3
Barrett .50cal	Achieve Rank 49
R700	Achieve Rank 34

CATEGORY: ATTACHMENTS

UNLOCKABLE	HOW TO UNLOCK
M203 GL	Achieve Rank 1
M1911 .45 silencer	Achieve Rank 16
m14 gl	Achieve Rank 46
Mini Uzi Red Dot Sight	Get 25 kills with this weapon
Mini Uzi Silencer	Get 75 kills with this weapon
Mini Uzi ACOG Scope	Get 150 kills with this weapon
MP5 Red Dot Sight	Get 25 kills with this weapon
MP5 Silencer	Get 75 kills with this weapon
MP5 ACOG Scope	Get 150 kills with this weapon
Skorpion Red Dot Sight	Get 25 kills with this weapon
Skorpion Silencer	Get 75 kills with this weapon
Skorpion ACOG Scope	Get 150 kills with this weapon
AK74u Red Dot Sight	Get 25 kills with this weapon

CATEGORY: ATTACHMENTS	
UNLOCKABLE	**HOW TO UNLOCK**
AK74u Silencer	Get 75 kills with this weapon
AK74u ACOG Scope	Get 150 kills with this weapon
P90 Red Dot Sight	Get 25 kills with this weapon
P90 Silencer	Get 75 kills with this weapon
P90 ACOG Scope	Get 150 kills with this weapon
AK 47 Red Dot Sight	Get 25 kills with this weapon
AK 47 Silencer	Get 75 kills with this weapon
AK 47 ACOG Scope	Get 150 kills with this weapon
M4 Red Dot Sight	Get 25 kills with this weapon
M4 Silencer	Get 75 kills with this weapon
M4 ACOG Scope	Get 150 kills with this weapon
G3 Red Dot Sight	Get 25 kills with this weapon
G3 Silencer	Get 75 kills with this weapon
G3 ACOG Scope	Get 150 kills with this weapon
M16A4 Red Dot Sight	Get 25 kills with this weapon
M16A4 Silencer	Get 75 kills with this weapon
M16A4 ACOG Scope	Get 150 kills with this weapon
G36c Red Dot Sight	Get 25 kills with this weapon
G36c Silencer	Get 75 kills with this weapon
G36c ACOG Scope	Get 150 kills with this weapon
M14 Red Dot Sight	Get 25 kills with this weapon

CATEGORY: ATTACHMENTS	
UNLOCKABLE	**HOW TO UNLOCK**
M14 Silencer	Get 75 kills with this weapon
M14 ACOG Scope	Get 150 kills with this weapon
M60E4 Red Dot Sight	Get 25 kills with this weapon
M60E4 Forward Grip	Get 75 kills with this weapon
M60E4 ACOG Scope	Get 150 kills with this weapon
M249 SAW Red Dot Sight	Get 25 kills with this weapon
M249 SAW Forward Grip	Get 75 kills with this weapon
M249 SAW ACOG Scope	Get 150 kills with this weapon
RPD Red Dot Sight	Get 25 kills with this weapon
RPD Forward Grip	Get 75 kills with this weapon
RPD ACOG Scope	Get 150 kills with this weapon
W1200 Red Dot Sight	Get 25 kills with this weapon
W1200 Forward Grip	Get 50 kills with this weapon
M1014 Red Dot Sight	Get 25 kills with this weapon
M1014 Forward Grip	Get 50 kills with this weapon
SVD ACOG Sight	Get 100 Kills with this weapon
M21 ACOG Sight	Get 100 Kills with this weapon
M40A3 ACOG Sight	Get 100 Kills with this weapon
Barrett .50 cal ACOG Sight	Get 100 Kills with this weapon
R700 ACOG Sight	Get 100 Kills with this weapon

CATEGORY: WEAPON CAMO

UNLOCKABLE	HOW TO UNLOCK
Mini Uzi Desert Camouflage	Achieve Rank 13
Mini Uzi Woodland Camouflage	Achieve Rank 13
Mini Uzi Digital Camouflage	Get 25 headshots with this weapon
Mini Uzi Blue Tiger Camouflage	Get 75 headshots with this weapon
Mini Uzi Red Tiger Camouflage	Get 150 headshots with this weapon
MP5 Desert Camouflage	Achieve Rank
MP5 Woodland Camouflage	Achieve Rank
MP5 Digital Camouflage	Get 25 headshots with this weapon
MP5 Blue Tiger Camouflage	Get 75 headshots with this weapon
MP5 Red Tiger Camouflage	Get 150 headshots with this weapon
Skorpion Desert Camouflage	Achieve Rank
Skorpion Woodland Camouflage	Achieve Rank
Skorpion Digital Camouflage	Get 25 headshots with this weapon
Skorpion Blue Tiger Camouflage	Get 75 headshots with this weapon
Skorpion Red Tiger Camouflage	Get 150 headshots with this weapon
AK74u Desert Camouflage	Achieve Rank 28
AK74u Woodland Camouflage	Achieve Rank 28
AK74u Digital Camouflage	Get 25 headshots with this weapon
AK74u Blue Tiger Camouflage	Get 75 headshots with this weapon

CATEGORY: WEAPON CAMO

UNLOCKABLE	HOW TO UNLOCK
AK74u Red Tiger Camouflage	Get 150 headshots with this weapon
P90 Desert Camouflage	Achieve Rank 40
P90 Woodland Camouflage	Achieve Rank 40
P90 Digital Camouflage	Get 25 headshots with this weapon
P90 Blue Tiger Camouflage	Get 75 headshots with this weapon
P90 Red Tiger Camouflage	Get 150 headshots with this weapon
AK 47 Desert Camouflage	Achieve Rank
AK 47 Woodland Camouflage	Achieve Rank
AK 47 Digital Camouflage	Get 25 headshots with this weapon
AK 47 Blue Tiger Camouflage	Get 75 headshots with this weapon
AK 47 Red Tiger Camouflage	Get 150 headshots with this weapon
M4 Desert Camouflage	Achieve Rank 10
M4 Woodland Camouflage	Achieve Rank 10
M4 Digital Camouflage	Get 25 headshots with this weapon
M4 Blue Tiger Camouflage	Get 75 headshots with this weapon
M4 Red Tiger Camouflage	Get 150 headshots with this weapon
G3 Desert Camouflage	Achieve Rank 25
G3 Woodland Camouflage	Achieve Rank 25
G3 Digital Camouflage	Get 25 headshots with this weapon

CATEGORY: WEAPON CAMO

UNLOCKABLE	HOW TO UNLOCK
G3 Blue Tiger Camouflage	Get 75 headshots with this weapon
G3 Red Tiger Camouflage	Get 150 headshots with this weapon
M16A4 Desert Camouflage	Achieve Rank
M16A4 Woodland Camouflage	Achieve Rank
M16A4 Digital Camouflage	Get 25 headshots with this weapon
M16A4 Blue Tiger Camouflage	Get 75 headshots with this weapon
M16A4 Red Tiger Camouflage	Get 150 headshots with this weapon
G36c Desert Camouflage	Achieve Rank 37
G36c Woodland Camouflage	Achieve Rank 37
G36c Digital Camouflage	Get 25 headshots with this weapon
G36c Blue Tiger Camouflage	Get 75 headshots with this weapon
G36c Red Tiger Camouflage	Get 150 headshots with this weapon
M14 Desert Camouflage	Achieve Rank 46
M14 Woodland Camouflage	Achieve Rank 46
M14 Digital Camouflage	Get 25 headshots with this weapon
M14 Blue Tiger Camouflage	Get 75 headshots with this weapon
M14 Red Tiger Camouflage	Get 150 headshots with this weapon
MP44 Desert Camouflage	Achieve Rank 52

CATEGORY: WEAPON CAMO

UNLOCKABLE	HOW TO UNLOCK
MP44 Woodland Camouflage	Achieve Rank 52
MP44 Digital Camouflage	Get 25 headshots with this weapon
MP44 Blue Tiger Camouflage	Get 75 headshots with this weapon
MP44 Red Tiger Camouflage	Get 150 headshots with this weapon
M60E4 Desert Camouflage	Achieve Rank 19
M60E4 Woodland Camouflage	Achieve Rank 19
M60E4 Digital Camouflage	Get 25 headshots with this weapon
M60E4 Blue Tiger Camouflage	Get 75 headshots with this weapon
M60E4 Red Tiger Camouflage	Get 150 headshots with this weapon
M249 SAW Desert Camouflage	Achieve Rank
M249 SAW Woodland Camouflage	Achieve Rank
M249 SAW Digital Camouflage	Get 25 headshots with this weapon
M249 SAW Blue Tiger Camouflage	Get 75 headshots with this weapon
M249 SAW Red Tiger Camouflage	Get 150 headshots with this weapon
RPD Desert Camouflage	Achieve Rank
RPD Woodland Camouflage	Achieve Rank
RPD Digital Camouflage	Get 25 headshots with this weapon
RPD Blue Tiger Camouflage	Get 75 headshots with this weapon

CATEGORY: WEAPON CAMO	
UNLOCKABLE	**HOW TO UNLOCK**
RPD Red Tiger Camouflage	Get 150 headshots with this weapon
W1200 Desert Camouflage	Achieve Rank
W1200 Woodland Camouflage	Achieve Rank
W1200 Digital Camouflage	Get 25 headshots with this weapon
W1200 Blue Tiger Camouflage	Get 75 headshots with this weapon
W1200 Red Tiger Camouflage	Get 150 headshots with this weapon
M1014 Desert Camouflage	Achieve Rank 31
M1014 Woodland Camouflage	Achieve Rank 31
M1014 Digital Camouflage	Get 25 headshots with this weapon
M1014 Blue Tiger Camouflage	Get 75 headshots with this weapon
M1014 Red Tiger Camouflage	Get 150 headshots with this weapon
SVD Desert Camouflage	Achieve Rank 22
SVD Woodland Camouflage	Achieve Rank 22
SVD Digital Camouflage	Get 25 headshots with this weapon
SVD Blue Tiger Camouflage	Get 75 headshots with this weapon
SVD Red Tiger Camouflage	Get 150 headshots with this weapon
M21 Desert Camouflage	Achieve Rank 7
M21 Woodland Camouflage	Achieve Rank 7

CATEGORY: WEAPON CAMO	
UNLOCKABLE	**HOW TO UNLOCK**
M21 Digital Camouflage	Get 25 headshots with this weapon
M21 Blue Tiger Camouflage	Get 75 headshots with this weapon
M21 Red Tiger Camouflage	Get 150 headshots with this weapon
M40A3 Desert Camouflage	Achieve Rank.
M40A3 Woodland Camouflage	Achieve Rank
M40A3 Digital Camouflage	Get 25 headshots with this weapon
M40A3 Blue Tiger Camouflage	Get 75 headshots with this weapon
M40A3 Red Tiger Camouflage	Get 150 headshots with this weapon
Barrett .50 cal Desert Camouflage	Achieve Rank 49
Barrett .50 cal Woodland Camouflage	Achieve Rank 49
Barrett .50 cal Digital Camouflage	Get 25 headshots with this weapon
Barrett .50 cal Blue Tiger Camouflage	Get 75 headshots with this weapon
Barrett .50 cal Red Tiger Camouflage	Get 150 headshots with this weapon
R700 Desert Camouflage	Achieve Rank 34
R700 Woodland Camouflage	Achieve Rank 34
R700 Digital Camouflage	Get 25 headshots with this weapon
R700 Blue Tiger Camouflage	Get 75 headshots with this weapon
R700 Red Tiger Camouflage	Get 150 headshots with this weapon

CATEGORY: CHALLENGES

UNLOCKABLE	HOW TO UNLOCK
M16 Marksman, M16 Expert, Ak47 Marksman, AK47 Expert, MP5 Marksman, MP5 Expert, M249 SAW Marksman, M249 SAW Expert, RPD Marksman, RPD Expert, W1200 Marksman, W1200 Expert, M40A3 Marksman, M40A3 Expert	Achieve Rank 5
M21 Marksman, M21 Expert	Achieve Rank 7
Boot Camp Tier 1 (Radar Inbound, Airstrike Inbound, Chopper Inbound, Flyswatter)	Achieve Rank 9
M4 Marksman, M4 Expert	Achieve Rank 10
Boot Camp Tier 2 (Marathon, Base Jump, Goodbye, Crouch Shot)	Achieve Rank 12
Mini-Uzi Marksman, Mini-Uzi Expert	Achieve Rank 13
Boot Camp Tier 3 (Prone Shot, Grenade Kill, Point Guard, X-Ray Vision)	Achieve Rank 15
Boot Camp Tier 4 (Vandalism, Exposed, Backdraft, Knife Veteran)	Achieve Rank 18
M60E4 Marksman, M60E4 Expert	Achieve Rank 19
Operations Tier 1 (FFA Victor, Team Player, SD Victor, MVP TDM)	Achieve Rank 21
SVD Marksman, SVD Expert	Achieve Rank 22
Operations Tier 2 (Hardcore Team Player, Sabotage Victor, MVP THC	Achieve Rank 24
G3 Marksman, G3 Expert	Achieve Rank 25
Operations Tier 3 (Bomb Down, Bomb Defender, Bomb Planter, Hero, Last Man Standing)	Achieve Rank 27
AK74u Marksman, AK74u Expert	Achieve Rank 28
Killer Tier 1 (Claymore Shot, Assault Expert, SMG Expert, LMG Expert)	Achieve Rank 30
M1014 Marksman, M1014 Expert	Achieve Rank 31
Killer Tier 2 (Last Stand Veteran, Master Chef, Airstrike Veteran, Chopper Veteran)	Achieve Rank 33
R700 Marksman, R700 Expert	Achieve Rank 34
Killer Tier 3 (Stun Veteran, Multi-RPG, Martyrdom Veteran, Clay More)	Achieve Rank 36
G36c Marksman, G36c Expert	Achieve Rank 37
Killer tier 4 (Stealth, Invisible, Counter-Claymore, Counter-C-4)	Achieve Rank 39
P90 Marksman, P90 Expert	Achieve Rank 40
Humiliation Tier 1 (Airborne, Multi-frag, Carpet Bomb, MG Master)	Achieve Rank 42
Humiliation Tier 2 (Slasher, Multi-C-4, Hot Potato, Car Bomb	Achieve Rank 45
M14 Marksman, M14 Expert	Achieve Rank 46
Humiliation Tier 3 (Backstabber, Flashbang Veteran, Misery Loves Company)	Achieve Rank 47
Humiliation Tier 4 (Ouch, Rival, Cruelty, Think Fast)	Achieve Rank 48
Barret .50cal Marksman, Barret .50cal Expert	Achieve Rank 49
Humiliation Tier 5 (Think Fast Stun, Think Fast Flash, Return to Sender, Blindfire)	Achieve Rank 50
Elite Tier 1 (The Brink, Collateral Damage, The Edge, Flawless)	Achieve Rank 51
MP44 Expert	Achieve Rank 52
Elite Tier 2 (Tango Down, Hard Landing, Extreme Cruelty, Fast Swap, Star Player, How the?, Dominos)	Achieve Rank 53
Elite Tier 3 (No Secrets, Afterburner, Air Superiority, Fearless, Counter-MVP, Invincible, Survivalist)	Achieve Rank 54

CATEGORY: PERK 1

UNLOCKABLE	HOW TO UNLOCK
C-4 x2	Achieve Rank 1
Special Grenade x3	Achieve Rank 1
RPG-7 x2	Achieve Rank 2
Claymore x2	Achieve Rank 23
Frag x3	Achieve Rank 41
Bandolier	Achieve Rank 32
Bomb Squad	Achieve Rank 14

CATEGORY: PERK 2

UNLOCKABLE	HOW TO UNLOCK
Stopping Power	Achieve Rank 1
Juggernaut	Achieve Rank 1
Sleight of Hand	Achieve Rank 20
Double Tap	Achieve Rank 29
Overkill	Achieve Rank 38
UAV Jammer	Achieve Rank 11
Sonic Boom	Achieve Rank 1

CATEGORY: PERK 3

UNLOCKABLE	HOW TO UNLOCK
Extreme Conditioning	Achieve Rank 1
Steady Aim	Achieve Rank 1
Last Stand	Achieve Rank 8
Martyrdom	Achieve Rank 17
Deep Impact	Achieve Rank 1
Iron Lungs	Achieve Rank 26
Dead Silence	Achieve Rank 44

INTRODUCTION
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Prologue
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Epilogue
MULTIPLAYER COVERAGE
UNLOCKABLES

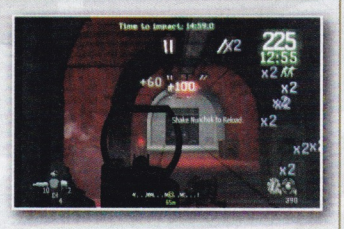
UNLOCKABLES

After playing through *Call of Duty: Modern Warfare: Reflex Edition* once on any difficulty, you earn access to a variety of Unlockable bonuses. All of these bonuses are included in this chapter.

ARCADE MODE

The biggest bonus is an entirely new way to play *Call of Duty*. After a complete playthrough of the game, Arcade Mode becomes available from the Main menu.

In Arcade Mode, you compete to get the highest score possible and play with a set number of lives and a time limit. Extra Lives are awarded at designated points in the game and you earn points by killing enemies in the level.



At the end of a level, you receive a time bonus for any extra time that remains on the clock and a multiplier is applied depending on the difficulty setting. Killing enemies quickly results in a larger multiplier. Speed is critical to a high Arcade Mode score.

MISSION COMPLETE

MISSION SCORE: 7265
TIME REMAINING: 00:00
DIFFICULTY BONUS x3

MULTIPLIER TABLE

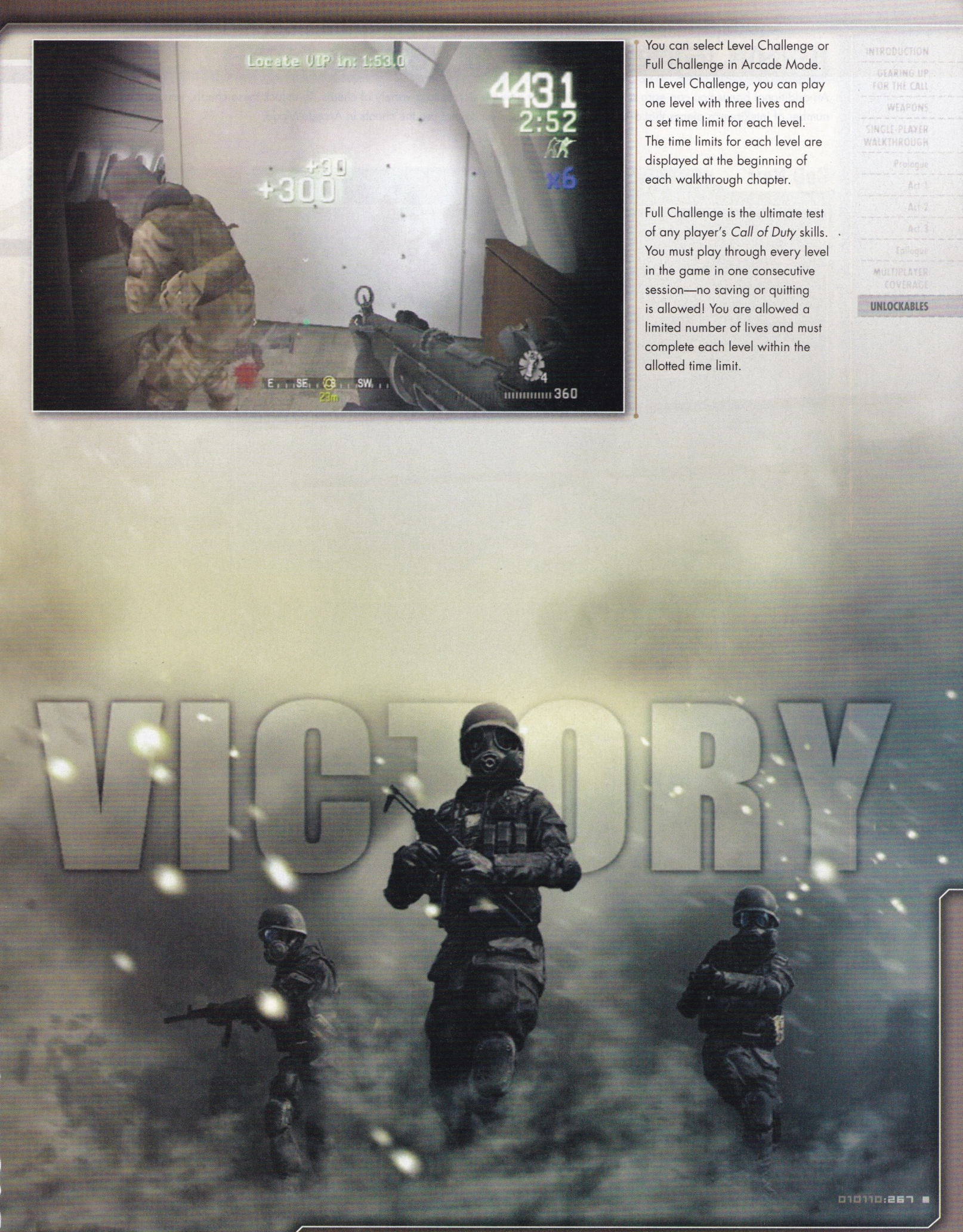
DIFFICULTY	MULTIPLIER
Recruit	1X
Regular	2X
Hardened	3X
Veteran	4X

MISSION COMPLETE

MISSION SCORE: 21795
TIME REMAINING: 00:00
NEW HIGH SCORE!

You can select Level Challenge or Full Challenge in Arcade Mode. In Level Challenge, you can play one level with three lives and a set time limit for each level. The time limits for each level are displayed at the beginning of each walkthrough chapter.

Full Challenge is the ultimate test of any player's *Call of Duty* skills. You must play through every level in the game in one consecutive session—no saving or quitting is allowed! You are allowed a limited number of lives and must complete each level within the allotted time limit.



UNLOCKABLE CHEATS

An additional bonus you can earn after completing the game is access to a variety of cheats. To unlock these cheats, you must collect a set number of intelligence pieces that are located in the game. You cannot use the cheats in Arcade Mode.

CoD Noir

Number of intel items required: 2

Description: CoD Noir simply turns all gameplay black-and-white, giving the game a classic war movie feel.

Photo-Negative

Number of intel items required: 4

Description: Photo-Negative inverses all of the colors in the game.

Super Contrast

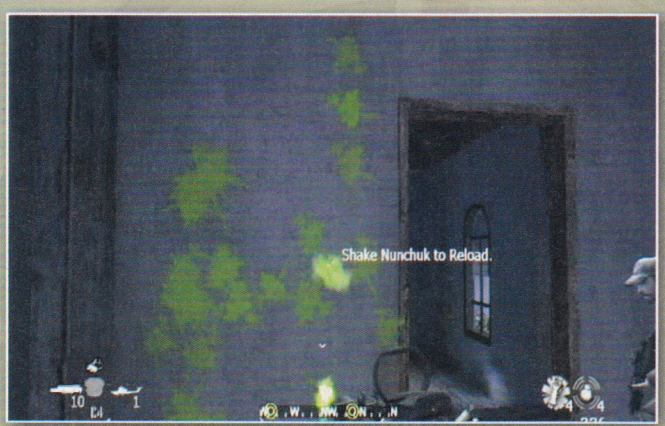
Number of intel items required: 6

Description: Dramatically increases the game's contrast, making the darks much darker and the lights much lighter.

Paintball Mode

Number of intel items required: 8

Description: When this cheat is activated, your bullets look like green paintballs and splatter whenever they hit a surface. This cheat is exclusive to the Wii version of *Call of Duty: Modern Warfare: Reflex Edition.*



Cluster Bombs

Number of intel items required: 10

Description: This is the first cheat that actually affects gameplay in a beneficial way. After one of your frag grenades explodes, four more explode in a cross shape around the first explosion.

Slow-Mo Ability

Number of intel items required: 20

Description: By using the Melee button, you can activate or deactivate a slow-motion mode and play the game at half speed. This is really useful for getting out of tight spots!

Infinite Ammo

Number of intel items required: 30

Description: This is the most powerful cheat in the game. Your weapons will no longer run out of ammo. You don't even have to reload! This works with all weapons except for single-shot weapons like the RPG, as well as C4 and Claymores.

A Bad Year

Number of intel items required: 15

Description: When you score a head shot on an enemy, they explode into a bunch of old tires!

CALL OF DUTY
MODERN WARFARE
REFLEX EDITION

Written by Thom Denick and Rich Hunsinger
Multiplayer Map Illustrations by
Rich Hunsinger (generatorstudios.com)

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SEA SNIPERS

This guide's Multiplayer section was created by the Sea Snipers (seasnipers.net).

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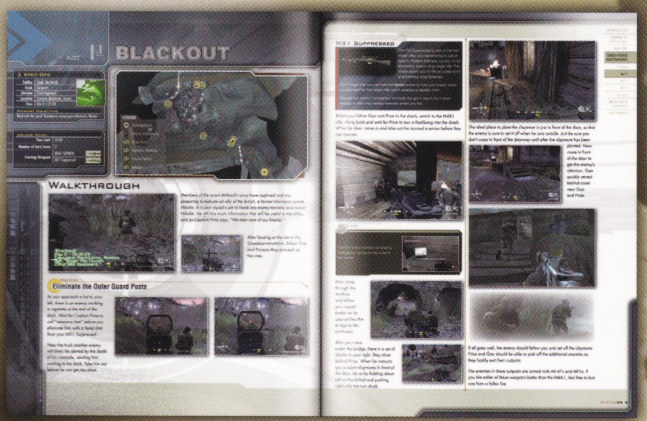
A NEW KIND OF WARFARE
CALLS FOR A NEW KIND OF GUIDE

Get ready for one of the most intense and cinematic action experiences ever, as the highly acclaimed *Call of Duty*® series advances into the modern era! This essential guide provides everything you need to get the most out of this milestone game: complete walkthroughs, detailed maps, multiplayer coverage, custom character classes, and more!

COMPLETE WALKTHROUGH

We lead you step by step through all 19 single-player missions. Area maps, intel laptop locations, alternate routes and flanking maneuvers, and much more. Complete every objective!



ACCESS THE UNLOCKABLES

We reveal cool game features, novel play modes, special weapons and attachments, camouflage, and challenges.

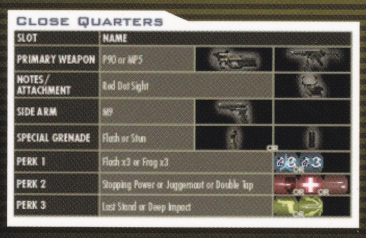
THAT'S NOT ALL!

Fascinating Real-World Weapon Commentary, Expert Combat Training, and Much More!

CUSTOM VERSIONS OF EACH MULTIPLAYER MAP SHOW YOU VITAL LOCATIONS IN EACH GAME MODE!

ALL THE PERKS, RANKS, WEAPONS, ATTACHMENTS, AND MORE

IN-DEPTH "CREATE A CLASS" COVERAGE WITH CUSTOM CLASS RECOMMENDATIONS FOR EACH GAME MODE AND MAP



UNPRECEDENTED MULTIPLAYER COVERAGE

Our depth of Multiplayer content surpasses any previous *Call of Duty* title! We show you every aspect of multiplayer gameplay and provide the tools to dominate against human opponents.

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